FOR PUZZLE LOVERS

FEBRUARY 1998
DISPLAY UNTIL FEBRUARY 3

SHAKESPEARE'S SECRET, P.10

GAMES

Star Attractions

Each touching pair of hearts in this chain of love shows an actor and actress who made at least one film together in which they were on-screen lovers. Can you identify all 16 stars and name a film in which each adjacent pair played a couple? As a starting hint, the large heart in the center shows two of the celebrities—who also happen to be a real-life couple—in a scene from one of their films. Answers, page 40

0 71896 46444 3 02

USA: $3.50 CANADA: $3.95

No blood. No sex. No

Why would anyone buy

Cribbage

Hoyle Classic Card Games

Slots

Hoyle Casino

Battling Ships

Hoyle Classic Board Games

Blackjack

Hoyle Casino

Pyramid Solitaire

Hoyle Classic Card Games

Gin Rummy

Hoyle Classic Card Games

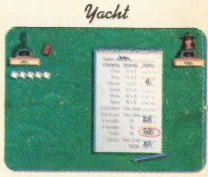
Casino

Hoyle Casino

War

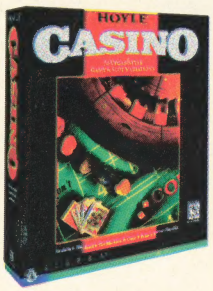
Hoyle Classic Card Games

Yacht

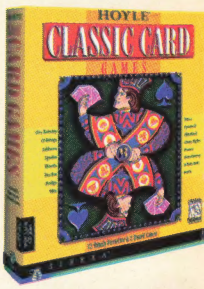


Hoyle Classic Board Games

50 Casino Game Variations



12 Favorite Card Games



If you've made the rounds looking for a great gift for the family, you can stop right now.

Because each of these Hoyle® collections comes loaded with games that don't need bullets, babes

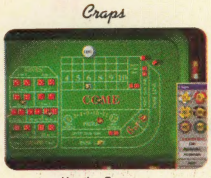
© 1997 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc., Bellevue, WA 98007.

HOYLE®

KIDS TO ADULTS AGES 6+

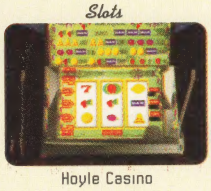
violence. No mutants. these computer games?

Craps



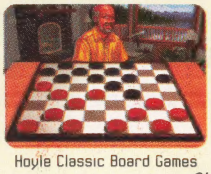
Hoyle Casino

Slots



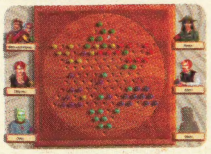
Hoyle Casino

Checkers



Hoyle Classic Board Games

Chinese Checkers



Hoyle Classic Board Games

Roulette

Hoyle Casino

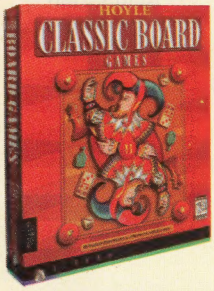
Backgammon

Hoyle Classic Board Games

Draw Poker

Hoyle Classic Card Games

10 Classic Board Games



productions. So, you can play against real humans on the Internet or go up against a cast of sharp-tongued animated players that are built right in. Here's one more ace up our sleeve: Buy any of the three Hoyle games shown here, or our Poker or Solitaire collections before the end of January, and you'll get a copy of Hoyle Blackjack for free. Just think about that:

Give a gift. Get a gift.

or cyborgs to be fun. And, unlike the games that came on your computer, these are full-blown

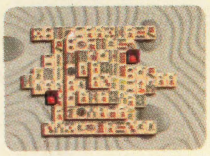
Sierra® official licensee of Hoyle®, a division of Brown & Bigelow, Inc. All rights reserved.

SIERRA®

Roulette

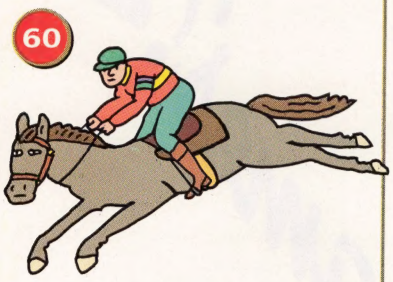
Hoyle Casino

Chinese Tiles



Hoyle Classic Board Games

FEBRUARY 1998



GAMES

VOL. 22 NO. 1 (ISSUE 143)

FEATURES

SHAKE-SPEARE'S TOMBE "EPIGRAMMA" 10
New evidence points the way to the Bard's true identity. Charles A. Young

THEMES FAMILIAR 16
Match the TV stars with their series' songs. Regis Modesta

PAST IMPERFECT 18
Find the factual flaws in these photos from 1997. N. Kwai Ringmeinz

EXECUTIVE DECISIONS 45
A Presidents' Day quiz to test your command-of-the-chiefs. Ian Randal Strock

ALBUM CUTS 46
See if you can uncover these pieces of recorded history. Dave Hamill

BEGUILERS 48
For the sharp-as-an-arrow crowd, five challenging puzzles. Francis Heaney

SUIT UP! 50
A pair of intriguing new card games for three or four players. Alan Moon

SHADOW PLAY 64
We shed some light on a clever cast of characters. Charles H. Bennett

FIND THE FAKE AD ??
Which of the products is a product of our imagination? ANSWER, PAGE 42

PENCILWISE

Cubism 21
His 'n' Hers 22
Ananyms 23
Abridged Too Far 28
Rows Garden 29
Atlantic City Sojourn 31
Paint By Numbers 32
Pearl Necklaces 37
Name-Dropping 44
and other pencil puzzles .....••

CONTESTS

CARTOON REBUSES 24
We drew the pictures—you draw the conclusions. Francis Heaney

CONTEST RESULTS 58
"Tale of the Tiles" and "Revisiting Wish You Were... Where?" from August.

DEPARTMENTS

Editor's Message 4
Letters 4
Laundry/Eureka 4
Gamebits 6
Magic 8
Answers 40
Games & Books 52
Classifieds 55
Events Calendar 56
Wild Cards 60

DIFFICULTY RATING

★ Easy Hike ★★ Uphill Climb ★★★ Proceed at Your Own Risk ★☆ Mixed Terrain

COVER PUZZLE **REGIS MODESTA** ILLUSTRATION **CARL DONEY**

We're looking for people to write children's books

by Alvin Tresselt, *Dean of Faculty*

IF YOU WANT TO WRITE and see your work published, I can't think of a better way to do it than writing books and stories for children and teenagers. Ideas flow naturally, right out of your own life. And while it's still a challenge, the odds of getting that first, unforgettable check from a children's publisher are better than they are from any other kind of publisher I know.

Your words will never sound as sweet as they do from the lips of a child reading your books and stories. And the joy of creating books and stories that truly reach young people is an experience you won't find anywhere else.

A surprisingly big market

But, that's not all. The financial rewards go far beyond most people's expectations, because there's a surprisingly big market out there for writers who are trained to tap it. More than $1.5 *billion* worth of children's books are purchased annually, and almost 500 publishers of books and 600 publishers of magazines related to children and teenagers buy freelance writing. That means that *there are thousands of manuscripts being purchased every month of the year!*

Yet two big questions bedevil nearly every would-be writer..."Am I really qualified?" and "How can I get started?"

"Am I really qualified?"

At the Institute of Children's Literature®, this is our definition of a "qualified person": someone with an aptitude for writing who can take constructive criticism, learn from it, and turn it into a professional performance.

To help us spot potential authors, we've developed a reliable test for writing aptitude based upon our 27 years of experience. It's free, and we don't charge for our evaluation. Those who pass are eligible to enroll and receive our promise:

You will complete at least one manuscript for submission to an editor or publisher by the time you finish the course.

You learn by corresponding with your own personal instructor—a nationally published writer or professional editor—in the privacy and comfort of your own home.

One-on-one training with your own instructor

This is the way I work with my students, and my fellow instructors work more or less the same way:

- When you're ready—at your own time and your own pace—you mail your assignment to me.
- I read it and reread it to get everything out of it that you've put into it.
- Then I edit your assignment just the way a publishing house editor would—if he or she had the time.
- I mail it back with a detailed letter explaining my comments. I tell you what your strong points and weaknesses are, and just what you can do to improve.

It's a matter of push and pull. You push and I pull, and between us both, you learn how to write and how to market your writing.

"I hit pay dirt"

This method really works. The proof of the pudding is offered by our students.

"My first two attempts met with rejection, and on the third, I hit pay dirt with *Listen Magazine,*" says Marjorie Kashdin, East Northport, NY. "My instructor was invaluable...It's not everyone who has his own 'guardian editor!'"

"I was attracted by the fact that you require an aptitude test," says Nikki Arko, Raton, NM. "Other schools sign you up as long as you have the money to pay, regardless of talent or potential."

"...a little bird...has just been given...freedom"

"The course has helped me more than I can say," writes Jody Drueding, Boston, MA. "It's as if a little bird that was locked up inside of me has just been given the freedom of the garden."

Romy Squeri, Havertown, PA says, "I met two of your students in my critique group and realized that they were the best writers there."

"I'd take the course again in a heartbeat!"

"I'd take the course again in a heartbeat!" says Tonya Tingey, Woodruff, UT. "It made my dream a reality."

"...it is comforting to know that there are still people out there who deliver what they promise," writes Meline Knago, Midland, TX. "The Institute is everything it says it is—and maybe even more."

Of course, not everyone gets published; we simply promise you the best training available.

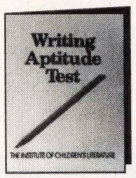
FREE—Writing Aptitude Test and illustrated brochure

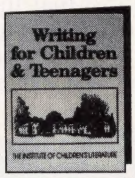
We offer a free Writing Aptitude Test to people who are interested in writing for children and teenagers, and we don't charge for our professional evaluation of it.

We also offer a free, illustrated brochure describing our course, *Writing for Children and Teenagers,* and introducing you to 64 of our instructors.

If your test reveals a true aptitude for writing, you'll be eligible to enroll. But that's up to you.

There is no obligation.





Get both free

Institute of Children's Literature
93 Long Ridge Road
West Redding, CT 06896-0812

Yes, please send me your free Writing Aptitude Test and illustrated brochure. I understand I'm under no obligation, and no salesperson will visit me.

Please circle one and print name clearly:

Mr. Mrs. Ms. Miss C5211

Name

Street

City

State Zip

COPYRIGHT © ICL 1997, A DIVISION OF THE INSTITUTE, INC.

Writing for Children and Teenagers is recommended for college credits by the Connecticut Board for State Academic Awards and approved by the Connecticut Commissioner of Higher Education.

**The students' statements in this ad were provided voluntarily by them, without remuneration, from 1990 to 1997.*

LETTERS

EDITOR'S MESSAGE

When we first looked into the mystery of Shakespeare's identity ("The Shakespeare Puzzle," October 1994 GAMES), we presented an overview of several competing theories. Although that article offered no firm conclusion, it made clear that the most compelling evidence supports the view that the real author of Shakespeare's plays and poems was Edward de Vere, the Seventeenth Earl of Oxford. The "Oxfordian" school of thought has been gaining supporters steadily since the 1920s.

Now a remarkable new discovery has come to light that may help settle the matter. It's being revealed for the first time right here in the pages of GAMES—and appropriately so, because it involves an ingenious secret message that may have been constructed by the Bard himself. If our author's thesis is correct, then not only do we now know for sure who wrote Shakespeare's works, we may also know precisely where his long-lost manuscripts can be found. (And no, suspicious readers, this is not some early April Fool's joke or other GAMES trick—this is the real deal.)

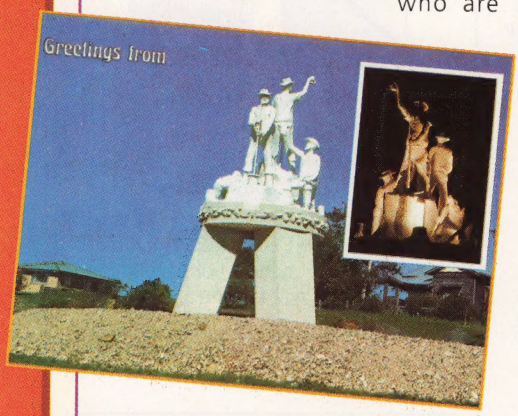
Because this is one of those rare situations in which readers can see and judge the key evidence themselves, we've decided that this article merits an unusual amount of space. We hope you'll agree.

R. Wayne Schmittberger
Editor in Chief

SITE-SEEING

Item #14 (the statue) in August's "Revisiting Wish You Were Where?" has to be the most difficult question ever asked anywhere in any sort of contest. After the entry deadline, we learned that the statue is in Gympie, Queensland, Australia.

Through the magic of the Internet, we have met some mates in Gympie who are



adding information about the statue to their Web pages. If, like us, you have spent countless hours looking fruitlessly at its image on a postcard, you might like to take a look at these way-cool Web sites: http://www.cooloola.org.au/CREDUAT.HTM and http://www.cooloola.org.au/crgymcit.htm.

Louis F. Sander & Laura Hopper
Pittsburgh, PA

For complete contest results for "Revisiting Wish You Were Where?," turn to page 59.

MY-RA MISTAKE

In "Masterpiece Theater" (December, page 28), clue 11c reads "She played Myra." Myra, I assume, is Breckinridge. She was played by Raquel Welch, not Mae West.

Her alter ego, Myron, was Rex Reed. I know it's a bad movie, but Raquel and Mae look very different.

Rachel Owen
Malvern, PA

NOW HEAR THIS

As I was solving "On A Role,"
I thought I'd made a goof
'Til I realized 'twas your fault
And nearly hit the roof.

While Hunter won an Oscar
Without uttering a line,
She didn't feel like talking much
Her hearing was just fine!

Susannah S. Murphy
Edmonton, Alberta

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.

•**Color Scheme** contest results (October, page 58). As if the contest itself wasn't confusing enough, we accidentally added yet another twist in the Color Scheme write-up. Kashu Vyas of New York, New York noted that we misstated the colors of the two sentences in Conflict 1. We should have said that Sentence 1 was purple and Sentence 2 was blue.

•**Double Cross** (December, page 64). "Wait for me, Wild ... Roy?" Not according to Jim Scott of Mason, Michigan. He wrote in to tell us that clue K, "Roy Rogers's second banana," is wrong. He writes, "Andy Devine, the answer to clue K, was with Wild Bill Hickock, not Roy Rogers."

CORRECTIONS

In the 1998 Buyer's Guide to Games in our December issue, the phone number for Tah Dah was listed incorrectly. The correct number is (815) 624-8337. *Our sincere apologies to the gentleman who has been receiving the phone calls meant for Tah Dah.*

Also, we mistakenly printed the photo for Crusader: No Regret in two places. It was correctly placed under Crusader: No Regret (in the Electronic GAMES 100), but incorrectly placed under Crusader. Our apologies to The Gamers for this error.

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

•**Everything's Relative** (December cover). Oh, brother! Trude Postheim of Bronx, New York, came up with her own theory of relativity. Although we correctly identified Rosalind Russell as Auntie Mame, Trude remembered that "Russell also starred as 'Sister Kenny' in *The Polio Story* (1946)." We're relatively impressed.

GAMES

Editor in Chief R. Wayne Schmittberger
Senior Editors Burt Hochberg, Susan West
Associate Editor Dave Hamill
Editorial Assistant Jane Weisberg
Editor at Large Francis Heaney
Supporting Players Nicole Davis, Bethany Lawler, Joel Nanni, Carl Rosin, Sandy Thompson, Judy Weightman
Contributing Editors Patrick Berry, Matthew Costello, Martin Gardner, Mark Gottlieb, Marvin Miller, Trip Payne, Gloria Rosenthal, Sid Sackson, Will Shortz
Editorial Consultant Janis Weiner

Art Director Carl Doney
Layout Artist Tina Boligitz

Production Manager Ron Frankhouser
Electronic Imaging Manager Cliff Campo
Electronic Imaging Assistant Kelly Flum
Contributing Artists and Photographers Ron Barrett, Keith Bendis, Kimberly Butler, Tom Cushwa, Keith Glasgow, R.J. Kaufman, Steve Mellor, William Whitehurst

GAMES PUBLICATIONS, INC.
President William Mainwaring
Vice President Despina McNulty
Vice President Marketing David Gerhardt
Sr. Vice President Circulation Ken Gudaitis
Subscription Manager Richard Chung

NATIONAL ADVERTISING SALES
Sharon Liggio
7002 West Butler Pike
Ambler, PA 19002
215-643-6385

EASTERN REGIONAL ADVERTISING
Eastern Advertising Director Joe Failla
Media Options
52 Yellow Brick Road, Wayne, NJ 07470
(201) 633-5950

WESTERN REGIONAL ADVERTISING
J.E. Publisher's Representative Co.
12424 Wilshire Bvd., Suite 1110
Los Angeles, CA 90025
(310) 571-0300

Subscription Rate: $21.00 for 6 issues in the U.S. and possessions, $26.00 in Canada, $31.00 in all other countries (U.S. funds only).

Editorial Correspondence: The Editor, GAMES, P.O. Box 184, Fort Washington, PA 19034. All manuscripts, photographs, and artwork must be accompanied by return postage and are submitted at the sender's risk. Material sent in response to any invitation in this issue becomes the sole property of GAMES and may be published or otherwise disposed of at GAMES's discretion without further notice. Contests are void where prohibited or restricted by law and are closed to regular contributors and to employees of Games Publications, Inc. and Kappa Publishing Group, Inc. and their families. It is not necessary to buy GAMES to enter its contests. For a copy of the contests in this issue, send a stamped return envelope to GAMES, c/o Contest Copies. The decision of the judges is final in all contests. Taxes on prizes are the sole responsibility of the winners. GAMES and its designees reserve the right to use winners' names for promotion and advertising.

Advertising: GAMES reserves the right to make independent judgment as to the acceptability of advertising copy and illustrations. Advertisers and agencies assume liability for claims arising from the content of their ads.

Subscription Orders: GAMES, P.O. Box 469077, Escondido, CA 92046-9077; (800) 426-3768. For subscription problems, attention: Timothy Whalen. Allow six weeks for change of address. Please include all label information when writing about service, renewal, or change of address.

GAMES (ISSN 0199-9788) is published bimonthly by Games Publications, Inc., 7002 W. Butler Pike, Ambler, PA 19002.

Copyright©1997 Games Publications, Inc. GAMES is a trademark of Games Publications, Inc. No part of this issue may be reproduced without written permission from the publisher. Use of a product name or logo without its trademark symbol is not meant to suggest lack of trademark status.

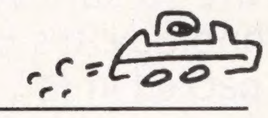
Periodicals rate postage paid at Ambler, PA, and additional mailing offices.

POSTMASTER: Send address changes to GAMES, P.O. Box 469077, Escondido, CA 92046-9077.

PRINTED IN USA

ARIAPITA

ANNOUNCING
The 35th Annual Coast-to-Coast
ST. VALENTINE'S DAY MASSACRE



KNIGHTSCOURT

FONC

OMMEROS

ROAD

CULAR

The **wildest** game in the world, driving competitively from the Golden Gate Bridge to the Statue of Liberty. At your **kitchen table**. On **maps**.

"Motoring mayhem," said The Wall Street Journal during the 28th annual event, whose "perpetrators" are devoted to "driving fun-seekers crazy". Whom, us?

More than **1000** people set out on last winter's competition. At the end, we asked them if they planned to be back this winter. **91%** of their answers were **YES**. And they said:

- ***"Absolutely wonderful."***
- ***"You guys are wicked!"***
- ***"I Love It !!!"***

MORI

The St. Valentine's Day Massacre is a grand road rally on maps. Its course from coast to coast all is in the giant 11x15 Rand McNally Road Atlas, which we provide. Its instructions are a series of puzzles and tricks from San Francisco to New York, via such vacation spots as Rapid City and Cedar Rapids. Questions we ask along the way will determine how well you're evading the bush-whackers and snares.

JURAWAN

Immediately we'll send you the Road Atlas and everything else you'll need. Entry deadline is Valentine's Day. When you're done (by March 2), send us your answer sheet and we'll score for a minimum of 75 custom-designed awards.

JACARANDA AVE.

An **amazing** quest – with a money-back guarantee – and you don't have to leave home! We hope you'll join us.

- ***"We went right by my house! So I waved to myself as I went by. ☺ "***

JASMINE

St. Valentine's Day Massacre
P.O. Box 53 • La Cañada, California 91012

Entry fee, payable to 'Massacre': $38 per entry. (If in Canadian dollars, please add $7 for the exchange rate.) We'll be glad to send gift announcements for you.

name

address

city state zip

OCEAN AVE

GAMEBITS

edited by dave hamill

LET'S GO TO THE DIGITAL REPLAY

Pity the poor trading card, desperate to survive in a sea of technology. It's been die-cut, embossed, packed in foil, and adorned with faux chrome and glitter. But it's still just a piece of cardboard with a picture on it, pretty lame by today's standards—and there's not even gum in the pack anymore!

So welcome to the 21st century and MotionVision's Digital Replays. Instead of a static, two-dimensional picture, tilting these plastic-based 2½-inch by 3½-inch cards from top to bottom brings lifelike video to the palm of your hand, allowing you to view a smooth animation of an NFL player tearing down the field or scoring a touchdown. Unlike the jerky start-and-stop look of old-style lenticular cards (which have been around for about 40 years now), MotionDisks use a film backing to digitally embed up to 24 different full-color images, guaranteeing a full second of high-resolution, photographic-quality animation.

While a new line of NFL Digital Replays are in the offing, also on the horizon are characters even more deadly than any blitzing linebacker. We'll soon be attacked by Jurassic Park: The Lost World and Xena: Warrior Princess. And if that isn't bloody enough, there will also be Leather & Lace, a series based on female boxers sanctioned by the International Female Boxing League.

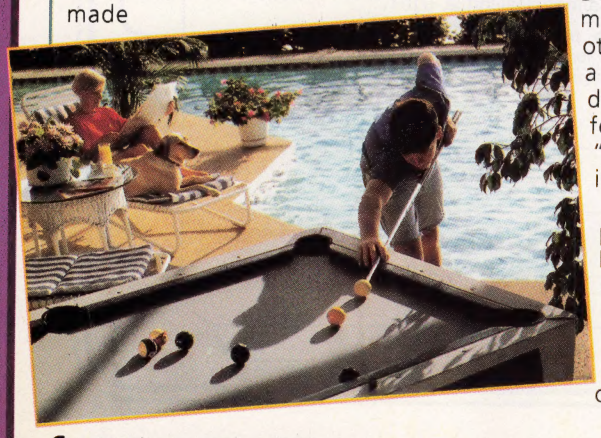
Enhancements to the editing technique enable the motion sequence to appear to last for up to 4½ seconds, according to David Mandell, MotionVision's CEO. These new sets will come in a transparent jewel case with a border, so you can see what they look like before buying. At $6.99 each, they're affordable high-tech collectables that retain the adventurous spirit of their trading card forebears. Just don't put them in your bicycle spokes.

For more information, contact MotionVision, 25 W. Rolling Oaks Drive, Suite 201, Thousand Oaks, CA 91361; (805) 778-9190; fax (805) 778-9191; email: info@motionvision.com; Web site http://www.motionvision.com. ■

—Marshal Rosenthal

POOLSIDE BILLIARDS

Now you can enjoy a nice game of pool right in your own backyard—literally. The Outsider Pool Table has been designed for outdoor use in all climates. Its surface is constructed of fiberslate—a man-made material designed to hold its shape and strength—and covered with marine-grade vinyl. It requires virtually no maintenance and can be cleaned with soap and water.



The Outsider is the brainchild of Don Jones, a Tampa, Florida, man whose home—like many others in Florida—doesn't have a basement. "Most people don't have houses big enough for pool tables," he explains. "The Outsider puts everyone in the game."

Professional billiards player Gene "The Glove" Patron and singer Tina Turner are among the celebrities who own an Outsider. Each one is custom-built in a wide variety of colors and competitively priced with top-quality felt indoor tables: prices range from $2,995 for a regulation-size 4-ft by 8-ft table to $2,795 for a smaller 3½-foot by 7-foot model. The price includes table cover, two cue sticks, 16 balls, two extra cue tips, chalk, and rack. For order and dealer information, call (516) 726-5656 or fax (516) 726-5657. ■ —D.H.

PLAYING WITH THE QUEEN OF HEARTS

Two people sizing each other up, looking for subtle clues, trying to discover each other's strengths and weaknesses. Then one of them makes just the right move.

There's nothing quite like the game of love, is there?

There's also nothing quite like a first date that starts to bog down in the typical boring banter: "Where'd you grow up?" "Do you have any brothers or sisters?"

It was after one-too-many of these dates from hell that Eliana Salzhauer told her sister Leora, "I wish I could just ask the guy all the questions at once. If I had a deck of cards..." Inspiration struck, and the two single, twentysomething sisters began work on a unique creation: a deck of cards designed to spark exciting dialogue between two people.

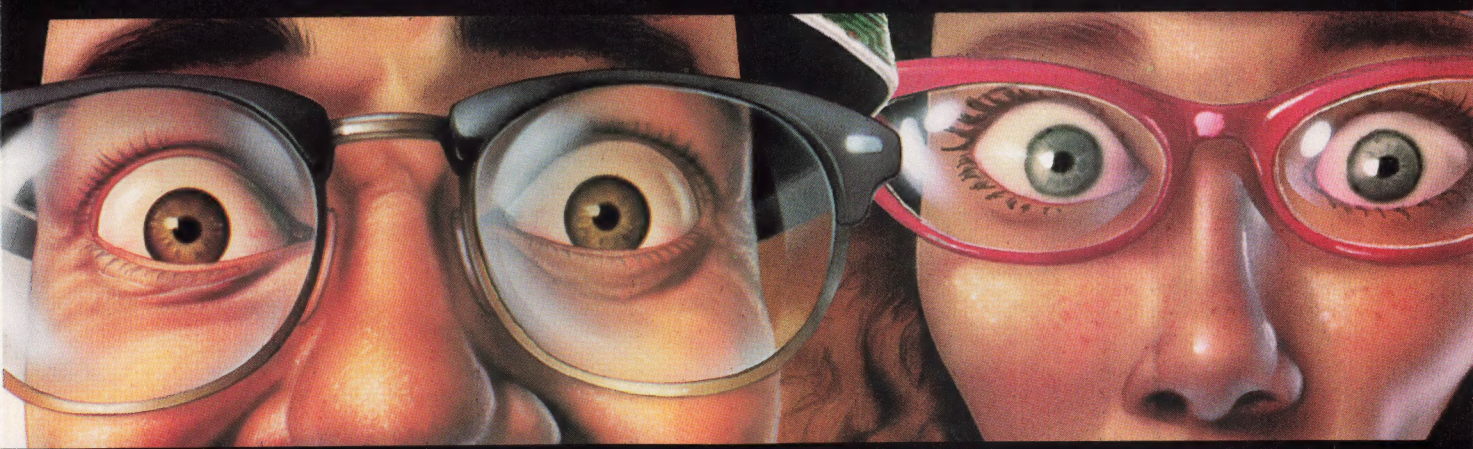
The Date Deck contains 55 cards, each with an intriguing and/or fun question. The instructions are simple: Pick a card and pose a question to your date. You're sure to get to know them better with questions like "Who is your least-favorite relative, and why?," "Do you snore?," or "How many degrees from Kevin Bacon are you?" The topics range from pet peeves to politics, from recycling to reincarnation.

There's even one special Joker card which, when chosen, requires the holder to schedule the next date "within the next forty-eight." As Leora explains it, "The Joker is a great opportunity. I'm old fashioned, myself... I'd wait for the guy to call. This way, I'd have an excuse to be more aggressive."

Currently, the Date Deck is available at Serendipity restaurant and Tower Books in New York City, or you can contact Super Sisters Inc. at 1-888-LOV-DECK. Who knows? For once, you might be lucky at cards *and* love! ■

—John M. Chaneski

CRANK UP YOUR CRANIUM, SHAKE UP YOUR SYNAPSES.



INTRODUCING SMART GAMES PUZZLE CHALLENGE 2!

Smart Games Puzzle Challenge 2™ brings you the all new games you crave. It's loaded with 1400 logic, perception, word, trivia, and strategy puzzles to boot up your brain cells. Brought to you by the most extreme team of puzzle creators ever assembled, Smart Games Puzzle Challenge 2 takes puzzles to a new level.

CHALLENGE YOURSELF,
CHALLENGE YOUR FRIENDS,
CHALLENGE THE WORLD!

SMART GAMES™

www.smartgames.com

Smart Games, Smart Games Puzzle Challenge 2, and the "excited nerds" image are trademarks and properties of Smart Games, Inc. © 1997 Smart Games, Inc. All rights reserved.

MAGIC

by martin gardner

A NEW-YEAR CURIOSITY FOR 1998

★ Dr. Irving Joshua Matrix, the world's most famous numerologist, has discovered this amazing bit of number magic just in time for the New Year.

From a deck of cards, take the A, 2, 3, 4, 5, 6, 7, 8, and 9 of any suit. Set the rest of the deck aside (you won't need it for this trick). If you don't have cards handy, you can improvise by writing the numbers 1 through 9 on scraps of paper.

Arrange the nine cards into a 3x3 square (do this off the page, not on the grid at right) by following these steps using the ace to represent the digit 1:

1. Add up the digits in the year 1998 to get a two-digit number. Square this number, and then arrange three of your cards horizontally to represent the digits of the answer. This is the top row of your 3x3 square.
2. Add 1,000 to the three-digit number you just got, then divide its first two digits by its second two digits. The first three digits in your answer (all of which will be after the decimal point) are the cards that should go, in order, in the middle row of your 3x3 square.
3. Shuffle your remaining three cards and place them in random order to make up the bottom row of your 3x3 square.

Now for some mathematical magic:

1. Turn the cards in your top row upside-down, shuffle them, and pick one at random. Place this card faceup in position A in the grid below.
2. Shuffle the three cards in your second row and pick one at random. Place this card faceup in position B in the grid.
3. Shuffle the three cards in your third row and pick one at random. Place it faceup in position C in the grid.
4. Repeat the steps to complete the next row of the grid: Take one card from the two remaining in the pile that had been the top row, and place it in position D; place one card from the center row's remaining two cards on E; and put one card from the bottom row's remaining two cards on F.
5. Place the last cards from the top, middle, and bottom rows on spaces G,H, and I, respectively.

Let each row in your grid represent a three-digit number (as before, the ace is a 1). Add up the three numbers, and you'll get...? ■

Answer, page 41

GET PUZZLING WITH NEW GAMES® BOOKS!

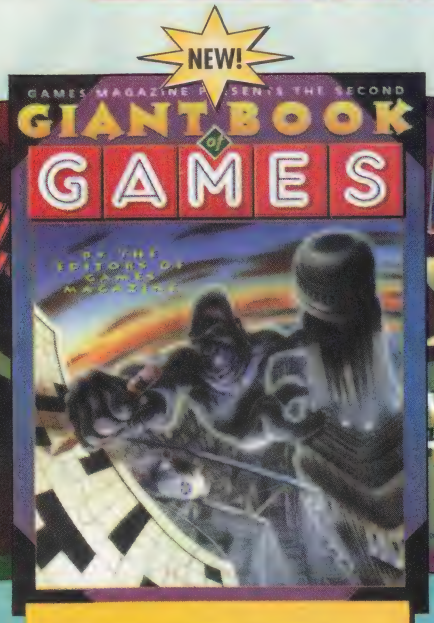
First Editions from the GAMES Collection:

Best Pencil Puzzles, Volume 1
A wide variety of assorted and unique novelty puzzles.
128 pp. US $11.00

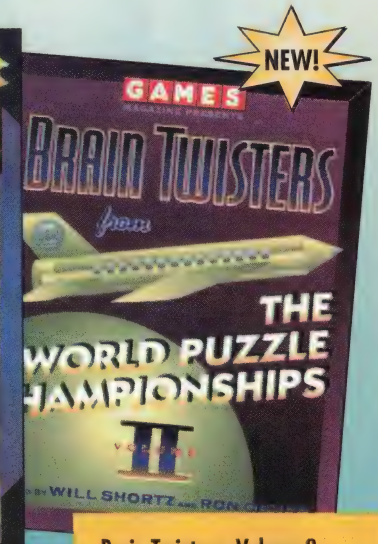
Brain Twisters, Volume 1
Includes different math, logic and observation puzzles.
94 pp. US $11.00

Giant Book of Games, Volume 1
A smorgasbord of our most prized puzzles.
192 pp. US 13.00

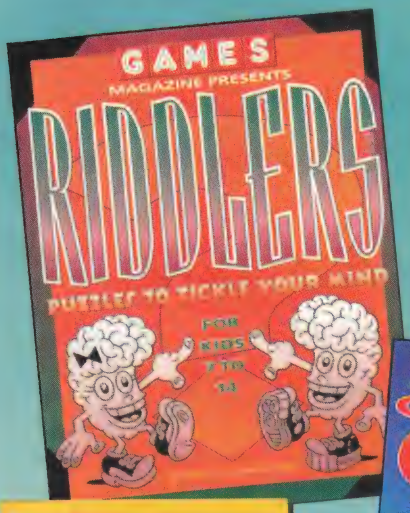
Best Pencil Puzzles, Volume 2
Over 100 of the best pencil puzzles from GAMES magazine.
128 pp. US $12.00



Giant Book of Games, Volume 2
Over 200 visually intriguing and intellectually challenging head twisters and mind teasers.
192 pp. US $14.00



Brain Twisters, Volume 2
Over 100 puzzles from the World Puzzle Team Championships.
92 pp. US $12.00



Riddlers for Kids
120 pp. US $12.00

Paint By Numbers
Exciting new "picture logic puzzles."
176 pp. US $14.00

Kids' Giant Book of Games
126 pp. US $12.00

Other Greats from the GAMES Collection:

Best Brain Busters
A compilation of word puzzles – all the favorites of GAMES readers.
128 pp. US $11.00

World of Cryptic Crosswords
A mind-bending treasury of fabulous, pun-filled crossword puzzles.
80 pp. US $8.00

World's Most Ornery Crosswords
The biggest, most pencil-busting, greatest show-stopping crosswords.
112 pp. US $11.00

FUN FOR ALL! ORDER TOLL-FREE 1-800-425-4600.

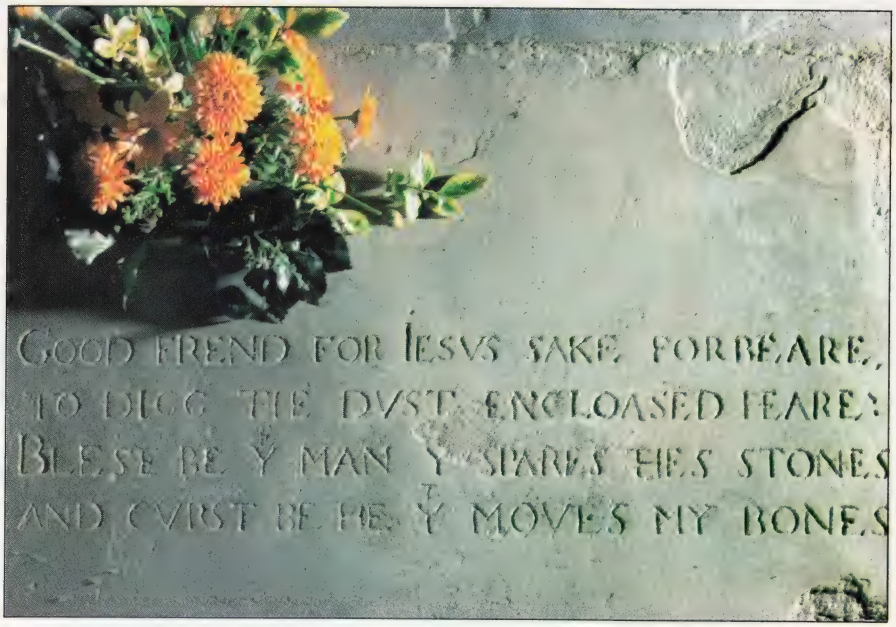
Add $1.50 shipping and handling per book ($2.00 for Giant Book of Games vol. 1&2). Sales tax PA 6%.
Payment in U.S. currency only . Additional shipping at cost for orders outside the U.S. Please allow 4 weeks for delivery.

TIMES BOOKS

WP1296

SHAKE-SPE

Tombe "Epigramma"


GOOD FREND FOR IESVS SAKE FORBEARE,
TO DIGG THE DVST ENCLOASED HEARE:
BLESTE BE Y MAN Y SPARES THES STONES
AND CVRST BE HE Y MOVES MY BONES

Ingeniously hidden in plain sight on William Shakespeare's tombstone is a message that reveals not only the true author of the plays but the location of his original manuscripts. The key to deciphering the message is a book published in 1612.

Who's buried in Grant's tomb? If you think the answer is obvious, it's not. Who's buried under this stone with the curse on it? It's not who, but what!

If you're playing the game Trivial Pursuit, and your answer is "Grant" to the first question, you won't earn a piece of the pie. The complete answer is Mr. and Mrs. Grant. If your answer to the second question is William Shakespeare, you're close to the right answer. Then again, maybe a closer look is necessary, as the answer is definitely not that simple. What I have recently discovered is that it is not the Bard's body lying quietly underneath the tombstone, but his missing, handwritten manuscripts, uncensored sonnets, poems, and personal papers. If I am correct, this rock is covering what is probably the greatest literary treasure chest in English history.

Most people are not aware that all we have in existence today of Shakespeare's handwriting are six poorly scribbled signatures, all of which are spelled differently. How can this be true of the man who is touted as the greatest English-language author in history? Welcome to the Shakespeare enigma.

Take a close look at the two printed names of the author on the poems and sonnets published by "Wil. Shake-speare," or the name "William Shak-speare" on the First Quarto, and you'll notice that they are hyphenated. A growing number of scholars believe that this indicates that "William Shakespeare" was a pseudonym. Most students of literature are aware that Mark Twain's real name was Samuel Clemens, but many are not aware that the most recognized poet laureate and genius of the English language used a pen name as well.

Last April, the month we celebrated the Bard's birth and death, the Writers Guild of America finally recognized 10 authors of 24 screenplays who had been hiding from persecution by using pseudonyms, some for more than 40 years. Writers such as Nedrick Young, author of the screenplay for *Inherit the Wind*, were blacklisted during the '50s and '60s, and were forced to use fictitious names during the red-menace witch hunts led by Senator Joseph McCarthy. It is amazing that even in the 20th century, many writers successfully kept their identities secret for as long as they did.

ARE'S

by Charles A. Young

This mid-sixteenth century stained glass window was made for the Fifteenth Earl of Oxford. The number of the Earl can be confirmed by counting the number of notches in the crown at the bottom, starting at the far right and ending at the tall vertical line underneath the small white "pyramid."

"Shake-speare" has kept his secret for almost 400 years. He was writing plays during the 16th century—a time when authors were in jeopardy of being hanged, beheaded, and finally drawn and quartered for writing anything that might be considered politically incorrect. John Stubbs had his hand cut off for writing a simple pamphlet objecting to Queen Elizabeth's projected plans to wed a French nobleman. A phony name was a good idea, especially for an author as prolific as "Shake-speare."

Mark Twain is only one of the many notable people in history who doubted that William Shakespeare, the son of a glovemaker from Stratford, was the true author of such politically volatile plays as *Julius Caesar, Richard III, Macbeth,* and *Hamlet*. Scholars have been searching for decades to find the actual writer. Francis Bacon, Christopher Marlowe, and even Queen Elizabeth have been considered candidates for the Shakespeare crown. The PBS newsmagazine *Frontline* first aired its program "The Shakespeare Mystery" back in 1989, in which Edward de Vere, the Seventeenth Earl of Oxford, was brought to the forefront as the most likely candidate. However, it was way back in 1920 that an English teacher named J. Thomas Looney (pronounced "Loney") first discovered that this Lord Great Chamberlain was the person who best fit the profile of the unknown writer. As an English teacher myself, I was a little upset; I'd been teaching Shakespeare for almost 12 years and had never even heard of this Earl until the PBS special aired.

For an overview of the evidence for and against the main candidates, see "The Shakespeare Puzzle," October 1994 GAMES. There you'll learn that Edward de Vere had as a coat of arms a lion "shaking a spear"; that he was praised in a 1578 speech by Gabriel Harvey of Cambridge with the words, "Thine eyes flash fire, thy will shakes spears"; that he stopped publishing poetry and plays under his own name in 1593, the same year Shakespeare's name first appeared (on *Venus and Adonis*); that the First Folio of Shakespeare's plays (1623) was dedicated to de Vere's son-in-law; and that he received from Queen Elizabeth the immense stipend of 1,000 pounds a year—1 percent of the national budget. This was precisely the amount, according to a rumor circulating in the 1660s, that Shakespeare had received for writing two plays a year. Most significantly, perhaps, de Vere had a superior, virtually unique knowledge of foreign languages and literature, law, and other areas that the author of the plays definitely shared.

What has all of this got to do with a stone located on the floor of the chancel in Holy Trinity Church in Stratford, England? *E. Ver.thing!* I've discovered that this epitaph is a puzzle that, if correctly deciphered, can help solve the authorship mystery, and possibly uncover a literary find as important as the Dead Sea Scrolls. See if you can find Edward's name on the stone (far left photo, or see the rubbing on pages 14–15) before reading any further.

More than likely you'll need some hints. One can't help noticing while standing at the so-called grave site of the Bard that there is no apparent name on the stone, only a curse. If this is the tomb of the Stratford glovemaker's son, William Shakespeare, why doesn't the stone have his name on it?

Next to the stone marker is a commemorative bust of Shakespeare. On the wall beneath the bust is a plaque that includes the following poem:

> STAY PASSENGER, WHY GOEST THOV BY SO FAST,
> READ IF THOV CANST, WHOM ENVIOVS DEATH HATH PLAST,
> WITH IN THIS MONVMENT SHAKSPEARE: WITH WHOME
> QVICK NATVRE DIDE WHOSE NAME DOTH DECK Y TOMBE
> FAR MORE, THEN COST: SIEH ALL, Y HE HATH WRITT,
> LEAVES LIVING ART, BVT PAGE , TO SERVE HIS WITT.

Yet the name "Shakspeare" does not, as the poem declares,"deck y tombe." Instead, it is my belief that the Bard's *real* name appears on the stone.

When I visited the church in Stratford-upon-Avon, one of the guardians of the tomb explained to me that the poor spellings and weird markings were a result of the epitaph writer's ineptness with the English language. What I've discovered since visiting the church is that T.T., the poet whose initials are supposedly carved in the stone, was far from inept. In fact, the epitaph is an extremely clever device. According to most researchers, the two small, out-of-place T's on the stone stand for Thomas Thorpe, a publisher who wrote the dedication to the 154 sonnets of "Shake-speare" when they were first printed in 1609.

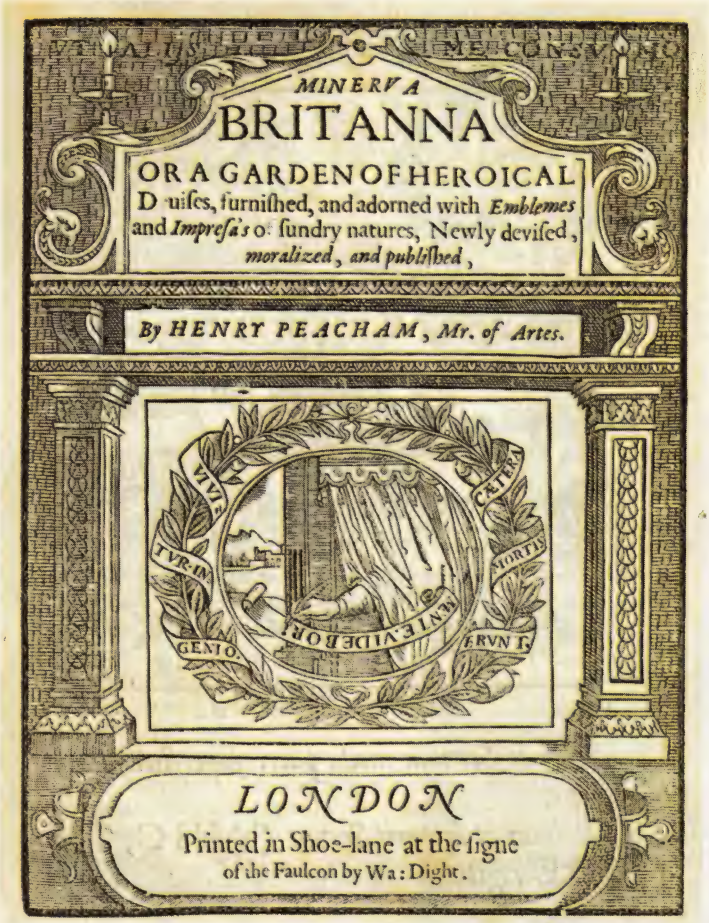
Now, go back to the stone. You'll notice that, in addition to the two small T's above the Pythagorean Y's, there is a small E above another Y. On the plaque, you'll also see that there is only one small T above a Y and a small S above yet another Y. Confused yet? Are these T's and this S and E really initials at all? Oh, by the way, do you have an explanation for the strange combinations of TH's found on the stone?

In 1630, John Milton, author of *Paradise Lost*, wrote the following, titled "On Shakespear":

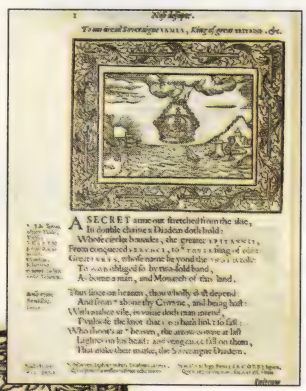
What needs my Shakespear
for his honour'd Bones
The labour of an age in
piled Stones,
Or that his hallow'd reliques
should be hid
Under a Star-ypointing
Pyramid?

Note the strangely spelled word "Star-ypointing"—it's a clue. Milton apparently knew the truth: *The "Pyramid" is on the tomb, and the manuscripts ("his hallow'd reliques") are underneath it!*

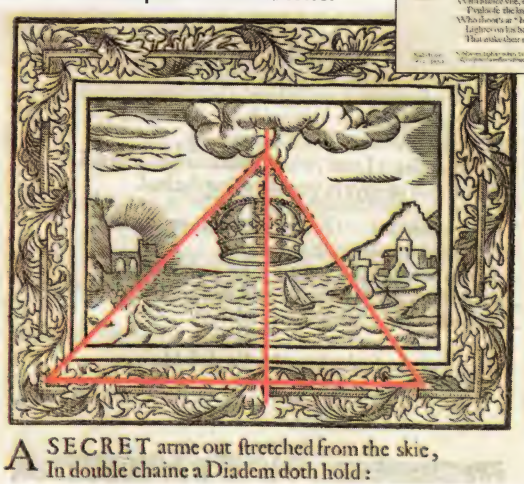
I'm not the only one who thinks Edward's scripts are still around to be found. The people who made the *Frontline* documentary went as far as to use gamma-ray photography to see if the manuscripts were inside the bust. Did they really think that all the paper used to write the 37 plays, 154 sonnets, and a dozen or more poems could have somehow fit inside this small bust? That's impossible, of course, but they were close. All they really needed to do to find the missing manuscripts was to lift the stone on the floor. But this was not done because no one really wanted to test the warning: "CVRST BE HE Y MOVES MY BONES."


MINERVA
BRITANNA
OR A GARDEN OF HEROICAL
Deuiſes, furniſhed, and adorned with *Emblemes* and *Impreſa's* of ſundry natures, Newly deuiſed, *moralized, and publiſhed*,
By HENRY PEACHAM, *Mr. of Artes.*
LONDON
Printed in Shoe-lane at the ſigne of the Faulcon by Wa: Dight.

On the opening page of Henry Peacham's *Minerva Britanna* (1612), a playwright hidden behind a stage curtain is writing a message in Latin that translates as, "By the mind shalt thou be seen." The upside-down letters suggest wordplay, and indeed, they anagram to "TIBI NOM. DE VERE," indicating that the name of the unseen writer is de Vere (see page 14).


A SECRET arme out ſtretched from the skie,
In double chaine a Diadem doth hold:

Page 1 of *Minerva Britanna* begins auspiciously with "A SECRET...." The slightly asymmetrical, pyramidal shape of the crown, as shown superimposed at right, precisely matches major alignments in dozens of other illustrations in the book. The shape is also the key to reading the "signature" on Shakespeare's tombstone.


A SECRET arme out ſtretched from the skie,
In double chaine a Diadem doth hold:

This curse was a very successful way of protecting manuscripts that were a thorn in the side of the Puritan faction in Queen Elizabeth's court. The Puritans would have loved to ban and burn all plays that didn't have a biblical theme. And the politicians, who were being made to look like fools by Shakespeare's satirical works, would have loved to have been the ones to light the match. This poetic curse was a clever way of protecting William Shakespeare's uncensored, handwritten documents until such time as the political heat cooled off. Even the Stratfordians—those who believe that the man from Stratford was the author of the plays—agree that Shakespeare's plays and poems are full of propaganda, political intrigue, and satire. Learning that Edward was the author would have made the public aware that the people running the country were flawed. Only Edward, the Lord Great Chamberlain, would have been able to write so seditiously and keep his head attached. The problem now is that the curse is still keeping the works from those who would revere them.

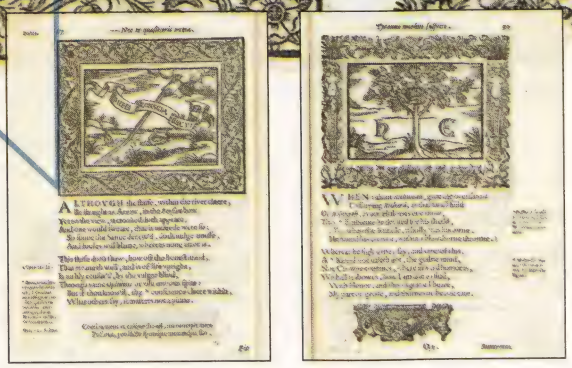
Why did they need to be hidden in the first place? The Secret (the knowledge of the true author of the Shakespeare plays) would have been too easily discovered. If the manuscripts were found, it would have been a fairly simple task to compare the handwriting of the plays to Edward de Vere's personal letters, some of which remain in existence today thanks to his father-in-law, Lord Burleigh. According to the Oxfordians (those who believe de Vere wrote the plays), Burleigh saved only those letters that made himself look good and still managed to keep the Secret. William Plumer Fowler, in his 873-page book *Shakespeare Revealed in Oxford's Letters*, outlines the many allusions to the plays that can be found in de Vere's surviving letters.

Minerva Britanna pages reproduced by permission of The Huntington Library, San Marino, California.

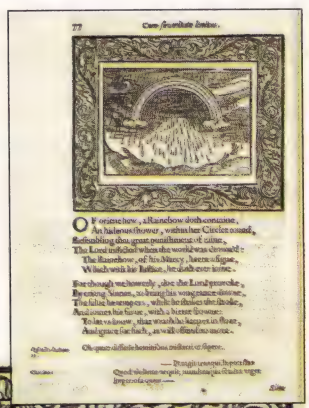
This leads one to ask, "Why don't we have any of the Stratford Shakespeare's letters around?" Surely a man who could write so many fabulous plays and poems would have written letters to someone who would have kept one or two just for the sake of being able to say "I knew the wonderful Shakespeare who wowed the London audiences."

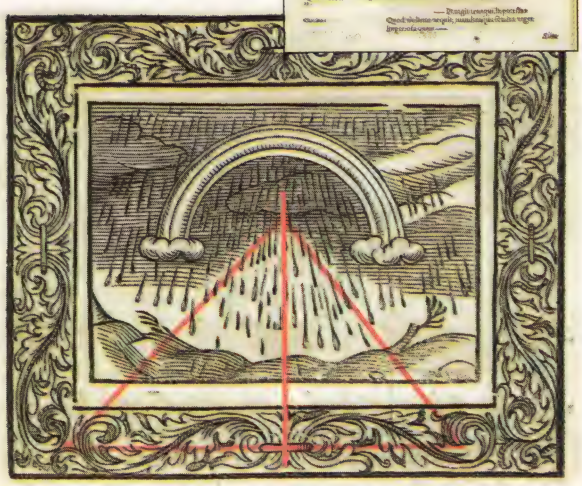
Not one—not even a friendly note—can be found, and it is not because researchers haven't looked. In almost every book written on the Bard, the Stratfordians (those who believe Shakespeare of Stratford was the actual author) have had to apologize for not having any proof whatsoever that he wrote the plays. Literally millions of research hours have been spent trying to find anything that could help their cause, to no avail. Could it be they have been looking for a man who never existed? Some Oxfordians believe so. Others believe that "Shaksper" (another of the various spellings) was the front man used by Edward to help conceal his identity from the public.

The Oxfordians, on the other hand, have found a plethora of clues. *This Star of England* by Charlton and Dorothy Ogburn is a 1,297-page book crammed with over 1,000 allusions to Edward de Vere's life in the plays, poems, and sonnets. Ruth Miller, another leading Oxfordian, has put together the two-volume *"Shakespeare" Identified*, which includes not only J. Thomas Looney's original thesis but also hundreds of articles verifying de Vere as the author and describing many cover-up attempts perpetrated by the Stratfordians. Bookstores are starting to stock their shelves with volumes recently written by the many scholars who are now coming over to the Oxfordian side of the debate. Even encyclopedias are adding de Vere to their discussions of the Stratford myth. Just recently, Oxford undergraduate Roger Stritmatter procured the Earl's Geneva Bible from the Folger Shakespeare Library. His associate tells me that this Bible contains over 1,000 markings in Edward's handwriting, which "...have a direct bearing on Shakespeare's biblical imagination...." He hopes to publish his findings by the year 2000. This book alone should help to finally bury the Stratford myth.



On page 67 of *Minerva Britanna* (above left), the staff apparently bent by the water is drawn at the angles of the recurring pyramid. When the text calls attention to the crookedness of the staff—"Yet to the view, it crooked doth appear... whereas none error is"—might the author really be discussing the asymmetrical nature of the pyramid? Two other instances of the pyramid motif are shown above right and below. The letters "h" and "e," by the way, recur in the same relative positions on the tombstone as part of the hidden message.





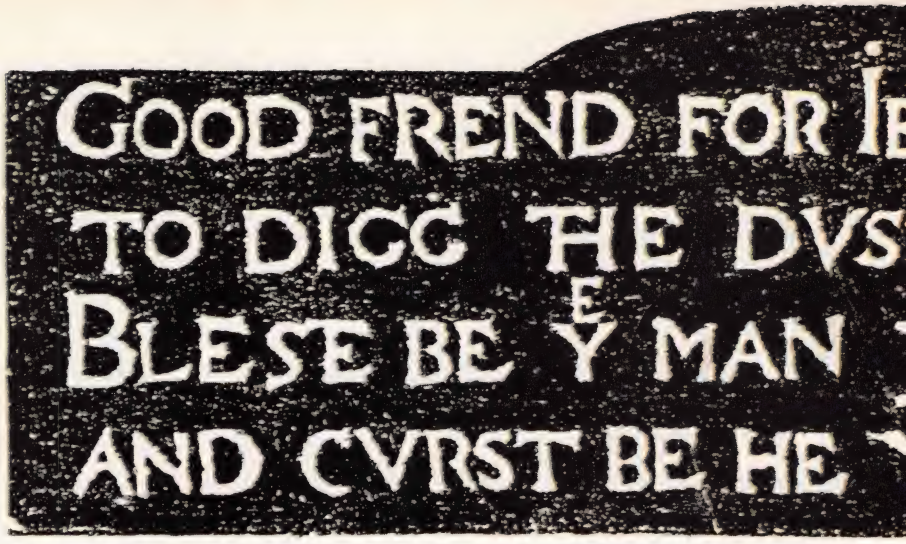
It is this already enormous wealth of clues that has made my own research so exciting. One need only rummage through the stacks of books that have been written on Shakespeare with "Oxfordian eyes" to discover new connections. There is so much information written about the Bard over the past four centuries that it will take years to sift through it all. There are plenty of new and revealing discoveries yet to be made by amateur as well as professional researchers.

Additional evidence for the Oxfordian point of view may be found in the "outrageous fortunes" Edward suffered during his life. In order to appreciate the many allusions

made in the plays to de Vere's life, you must first get to know him. As an introduction, I recommend Peter Samartino's concise discussion in *The Man Who Was William Shakespeare*. Be prepared to come across some fabulous puzzles—the Elizabethans were as fond of playing word games as are GAMES readers, and Edward was a master puzzlemaker.

Most of what you've read up to this point is the product of old research. What has been newly discovered is the fact that the short poetic epitaph on the stone is what I believe to be a rather complex "epigramma"—both an epitaph and an epigraph—which is, as Henry Peacham described in his book *Minerva Britanna,* also a "rare invention" and a "most commendable Device." This book is the rubric to the epitaph on the stone. *Minerva Britanna* not only contains the answer to the Secret but also relates Edward de Vere's final remarks to his friends—and his enemies. Published in 1612, it also explains why a poet, who is unnamed, had to write under a pseudonym. It tells of the grief he had to suffer knowing he could not claim these works as his own and explains why the poet was censured. The poem also includes a plea to King James to reconsider keeping the Secret. And, most importantly, it tells those readers who can make sense out of the cryptic 212-page poem that the thing the poet valued most, his written work, is well-preserved and buried under a pyramid.

Not only is this discovery new evidence that Edward de Vere was the real Shakespeare, but it is also the solution to the puzzle that should help put an end to the authorship debate. Close scrutiny of *Minerva Britanna* and its connection with the stone and the plaque should answer a number of questions about de Vere's life. The realization of why this book was written



This rubbing from the tombstone pictured on page 10 shows more details than the photograph. The commonly held view that the epitaph is a mediocre poem not

should not only allow the stone to be moved, but should dictate its removal.

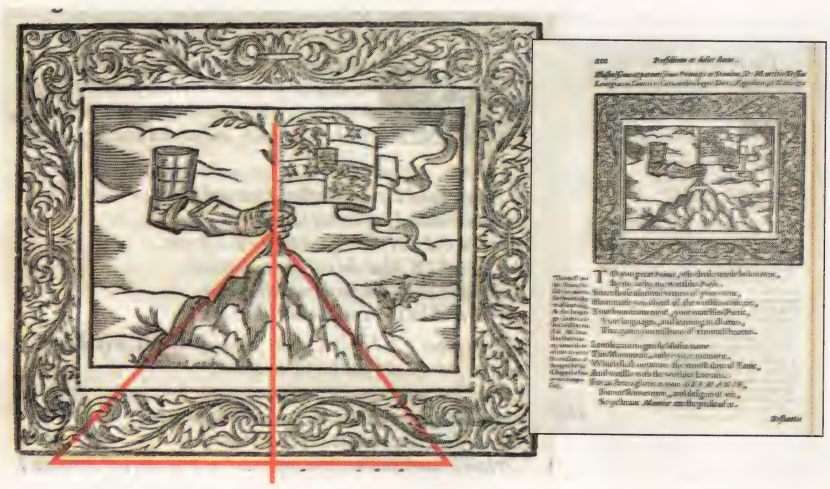
Both Shakespeare and the Seventeenth Earl of Oxford—who, of course, are one and the same—mention chests of manuscripts being buried. If you can find Fowler's *Shakespeare Revealed In Oxford's Letters*, read pages 128 to 151. The Bard seemed to be obsessed with the notion of burial, and it was around this same time that the Elizabethans were discovering what the pyramids in Egypt were used for and what was buried in them.

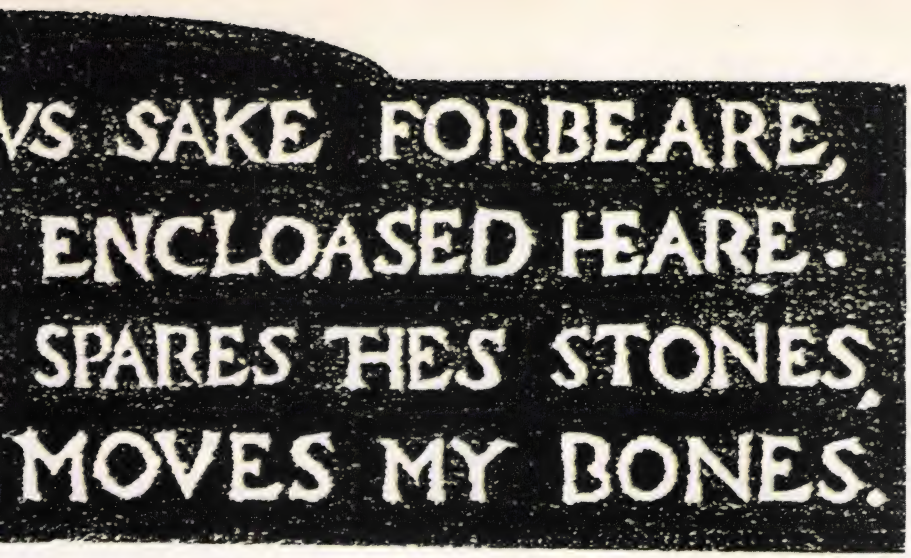
Not only has the pyramid mentioned in Milton's poem been found, it has been linked to the book *Minerva Britanna*. Ruth Miller and Charlton Ogburn, Jr., the two leading Oxfordians in America today, believe that the Oxford manuscripts still exist. Whether they believe they are under the pyramid described in *Minerva Britanna*, I haven't asked. However, they are both aware of Eva Turner Clark's work with *Minerva Britanna*, which is described in detail in her book *The Man Who Was Shakespeare*. She died in 1947, before she could solve the puzzle, but she did manage to decipher the anagram found on the title page of *Minerva Britanna*. John Louther, Paul Nelson, and John L. Astley-Cock have continued her research on the book, reinforcing the notion that the writings are under a pyramid and that the secret identity of the author is de Vere. Take a look at the title page on the top of page 12 and see if you can figure out the anagram written by the man behind the curtain.

No, Toto, he is not the Wizard of Oz. According to these scholars, the hidden writer is actually the Wizard of Hamlet. The upside-down Latin phrase MENTE VIDEBORI—assuming the pen writing the I is about to add an S to make the verb ending correct—can be translated, "By the mind shalt thou be seen." Eva Turner Clark discovered that this phrase anagrams to TIBI NOM. DE VERE. At the time, "nom." was a common abbreviation for nomen (name); thus, this literally means "To [or for] you, name de Vere" or more colloquially, "You (the unseen author) are named de Vere."

Strange as it may seem, the mathematical and visual clues in *Minerva Britanna* are presented as a game to its readers. In that sense, it may be considered the first copy of a publication like the one you are reading. The pyramid found on the tombstone is not only alluded to, but can also be verified as the same pyramid by the geometric and poetic clues presented in the book. Peacham was an emblem maker and worked in the field of heraldry, and it may be argued that this was his finest work. Because of his expertise in the field, a number of heraldry clues are given. There are close to 200 etchings presented along with the lengthy poem. Included here are only a few

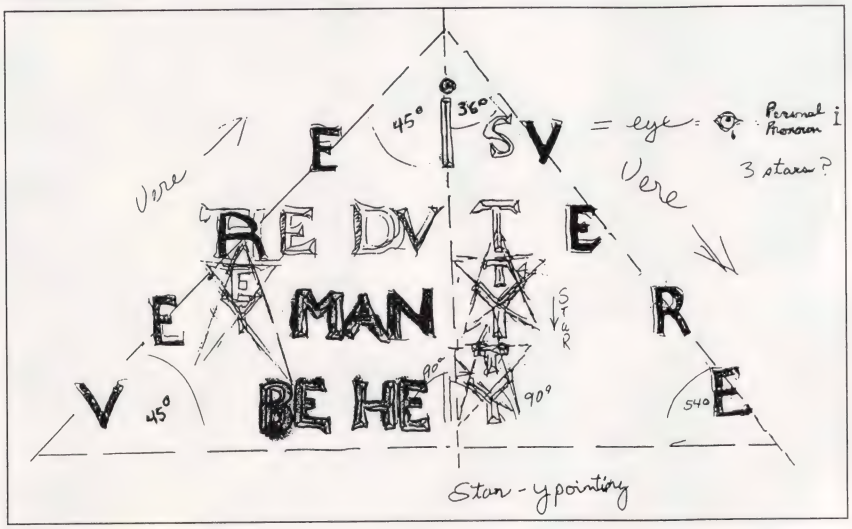
The flagpole, like many candles, trees, and other central vertical images in *Minerva Britanna,* echoes the large "i" that marks the pyramid's axis on the tombstone.





written by Shakespeare must be reexamined in light of the ingenious way in which it conceals, yet reveals, the Bard's true identity.

The sketch below, made by the author of this article during his research, shows that on the tombstone Shakespeare's real name forms the edges of a slightly asymmetrical pyramid, identical to the one recurring throughout *Minerva Britanna* and having its central axis marked by the tall "i" in the center of the first line. Two minor "fudges" in the VERE–VERE message were made: An F with serifs was used for an E, and the TH written as a single letter was used to represent an R. Within the pyramid, in the shape of a square, are the letters EDV (as in Edward de Vere) MAN BE HE, as well as a vertical column of pentagonal TY shapes strongly suggesting what Milton described in his poem "On Shakespear" as a "Star-ypointing pyramid." Besides being still another confirmation that Shakespeare was de Vere's pen name, the pyramid suggests the exciting possibility that Shakespeare's long-lost original manuscripts may be hidden under the stone.



samples of the many visual and written clues therein.

If—and I use the word "if" for the skeptical—the pyramid found on the tomb is the same as the pyramid alluded to in the book, the epitaph would have been written sometime before 1612 in honor of a man who supposedly didn't die until April 23, 1616.

However, I believe both the stone and the book commemorate the poet who put the puzzle together. Who but Edward de Vere could have thought up such a device, even though Henry Peacham immodestly claims he is the one who came up with this "ingenious ... invention"?

The pyramid revealed

Much of the artwork in *Minerva Britanna* is drawn in a way that suggests the side view of an asymmetrical pyramid having angles of 45° and 54° at the base, with a vertical line in the middle. Note the key elements that align with such a pyramid on the sample pages reproduced on pages 12, 13, and 14.

The text is full of corroborating clues. Page 1, which follows the title page, begins, as you can see on page 12, with "A SECRET...." On page 67 (shown on the top left of page 13), the author seems to be implying that the asymmetrical nature of the pyramid is not accidental ("Yet to the view, it crooked doth appeare ... whereas none error is.").

Let's go back to the tombstone. This is what the Stratfordians claim is written on it:

> Good friend, for Jesus' sake forbear,
> To dig the dust enclosed here.
> Blessed be the man that spares these stones,
> And cursed be he that moves my bones.

What is actually written can be seen at left—a rubbing made from the stone.

Note the tall dotted i used as the J in "Jesus"; this marks the vertical axis of the pyramid. It is echoed by candles, flagpoles, and many other vertical images in *Minerva Britanna*. Now imagine superimposing the recurring pyramid shape on the tomb, and you'll make an astonishing discovery.

The puzzle constructor—most likely the Bard himself—was extremely clever. The VERE running down the right side of the pyramid, one letter per line, is perfect. On the left side, the tomb designer had to fudge a bit by using an F (with a slight serif) for an E, and by running a T and H together to make it look like an R.

Within the pyramid, to the left of its vertical axis, is a square made up of the letters EDV (Edward de Vere), MAN, BE HE. Just to the right of the axis is a column of TY's that form regular pentagons, suggesting little stars. Also, reading down, the S, T, TY, TY resemble the word STAR. This, then, is the "Star-ypointing pyramid" in Milton's poem.

But wait: Isn't there a timing problem? De Vere supposedly died of the plague in 1604. Records state that he was buried on July 6, 1604, and that his (second) wife was buried beside him in 1612. Later he was exhumed and moved, although exactly when and where, I don't think anyone knows. The Vere family believes he was buried in Westminster Abbey in the Vere vault under a marble stone marked "COFFIN UNDERNEATH." That just may be, and I'm hoping it is! So, what is a stone doing in Stratford-upon-Avon with Edward's name all over it?

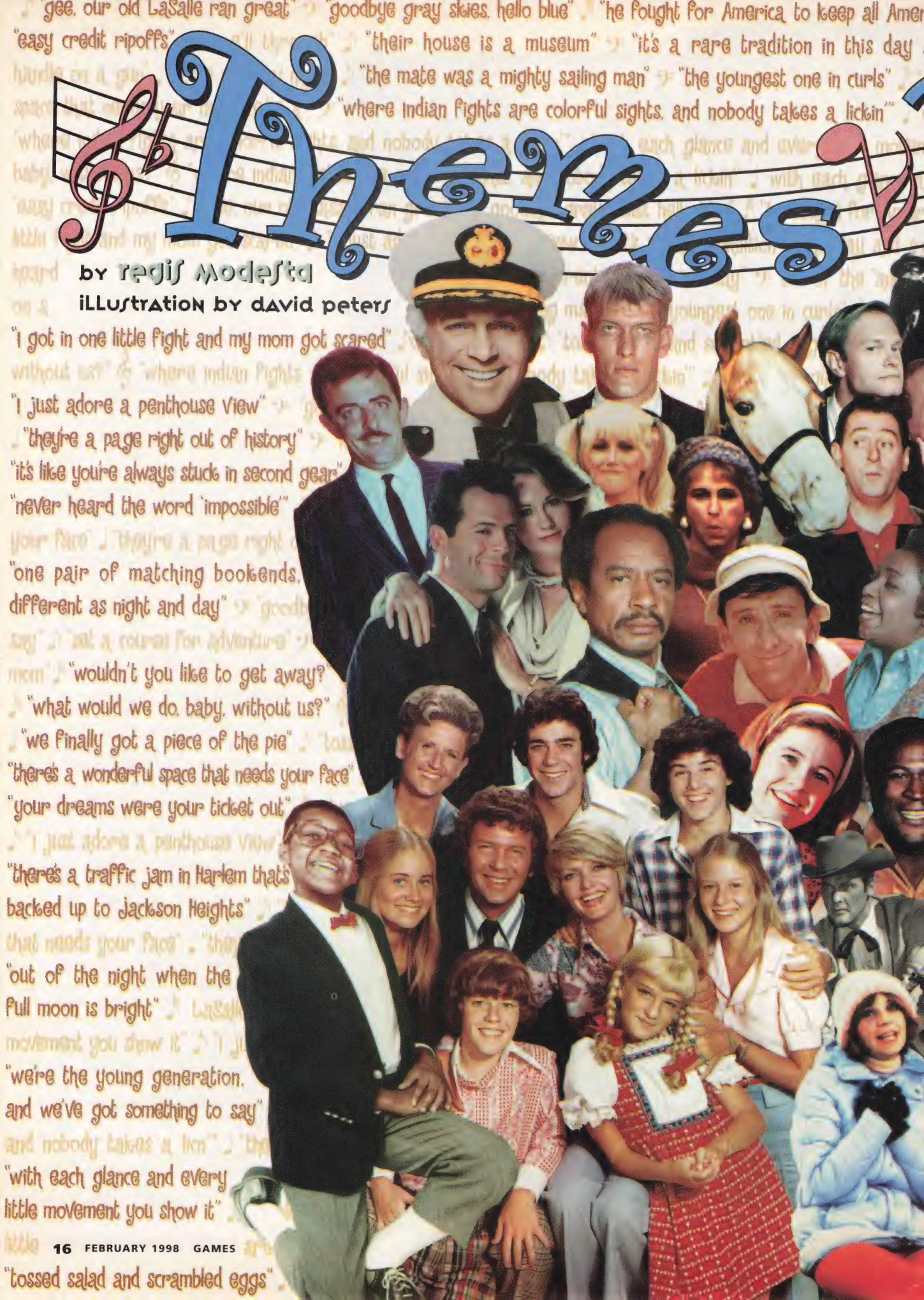
It is my belief that the number one reason the Stratfordians have been resisting the idea that Edward de Vere is the true author of Shakespeare's works is money. If they conceded the fact, the annual $6 billion

CONTINUED ON PAGE 62

Themes

by regis Modesta

illustration by david peters


"gee, our old LaSalle ran great"
"goodbye gray skies, hello blue"
"he fought for America to keep all Amer
"easy credit ripoffs"
"their house is a museum"
"it's a rare tradition in this day
"the mate was a mighty sailing man"
"the youngest one in curls"
"where Indian fights are colorful sights, and nobody takes a lickin'"
"I got in one little fight and my mom got scared"
"I just adore a penthouse view"
"they're a page right out of history"
"it's like you're always stuck in second gear"
"never heard the word 'impossible'"
"one pair of matching bookends, different as night and day"
"wouldn't you like to get away?
"what would we do, baby, without us?"
"we finally got a piece of the pie"
"there's a wonderful space that needs your face"
"your dreams were your ticket out"
"there's a traffic jam in Harlem that's backed up to Jackson Heights"
"out of the night when the full moon is bright"
"we're the young generation, and we've got something to say"
"with each glance and every little movement you show it"
"tossed salad and scrambled eggs"

Familiar

"some walk by night"
"just some good ol' boys"
"lives in a world full of wonder"
"she had style, she had flair... she was *there*"
"set a course for adventure"

Just imagine the scientific and cultural advancements we could achieve if we didn't have the lyrics to all those television theme songs rolling around in our heads, taking up brain space! This group certainly can—it's composed of characters from prime-time shows with themes that haunt our memories long after network cancellation. Can you identify the 33 TV series represented and then match each with a snippet from its corresponding lyric? **ANSWERS, PAGE 41**

Past Imperfect

What's Wrong With These Scenes from 1997?

The photo archives of the *Worldly Week's News* are impressive. Files and computer disks are bursting with great shots—some of which, of course, have been doctored up by the *News's* art department during the course of the year, in accordance with editors' never-ending efforts to promote "creative" journalism. Recently, a wet-behind-the-ears photo editor was asked to gather pictures for the annual "Year in Review" feature. He selected the 10 photos shown below to accompany the corresponding headlines from 1997, but it was only after publication that the staff realized that every one of the shots contained a mistake of some kind. (Now the red-faced editor-in-chief is trying to explain it away as a "hidden contest.") How many of the errors can you find?

ANSWERS, PAGE 40

Living

World Chess Champion
Kasparov Loses to Deep Blue

President Injured in Fall at Greg Norman's House

Scientists Clone Sheep

Music

Spice Girls Debut

Tiger Woods Wins the

Miss America Pageant Allows Two-Piece Swimsuits

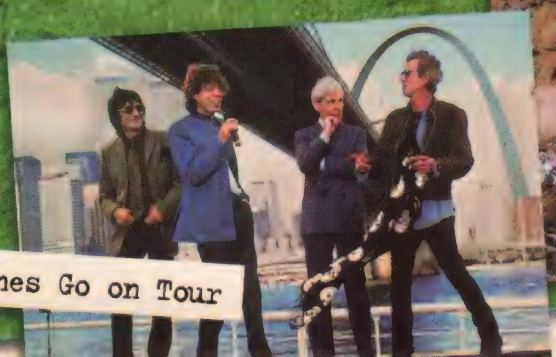
UPS Strike Disrupts Shipping

World

British Rule Ends in Hong Kong

Photos Transmitted from Mars

Masters

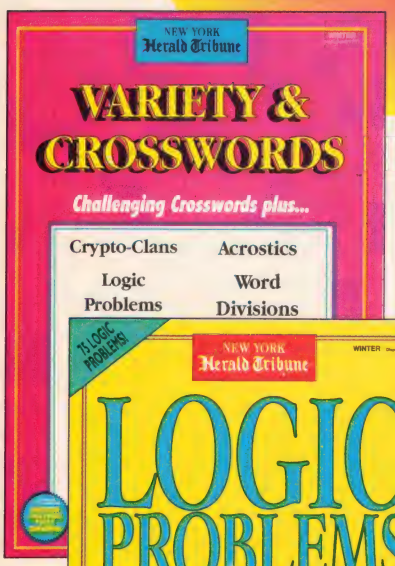


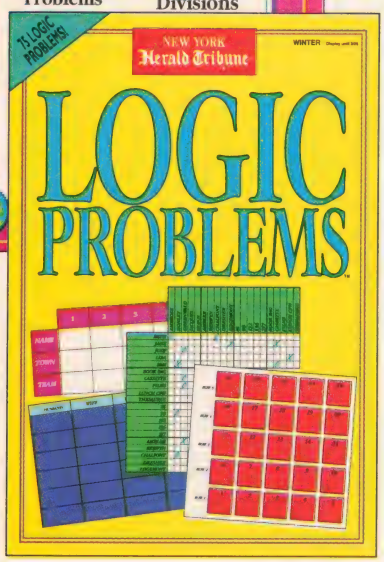
Rolling Stones Go on Tour

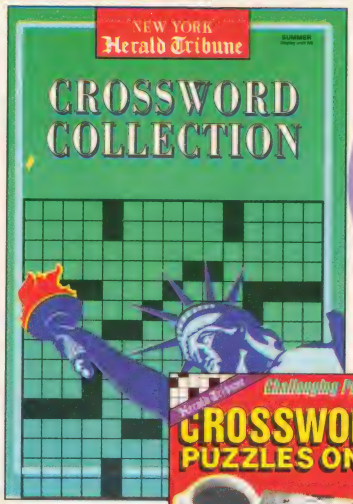
PHOTO CREDITS APPEAR ON PAGE 40

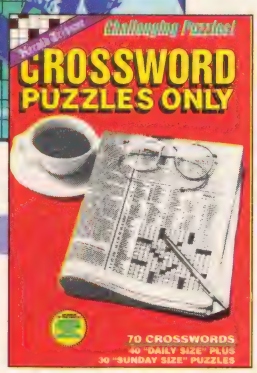
For Expert Solvers

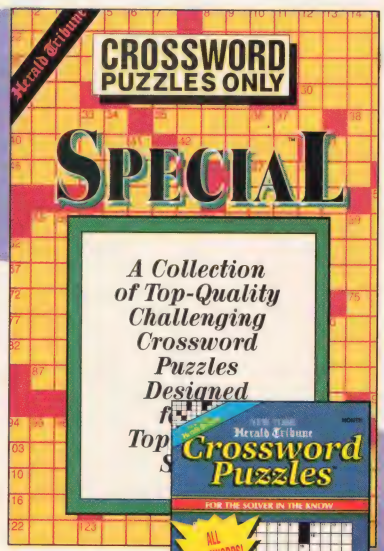
If you're a fan of Herald Tribune Puzzles, you'll be happy to know that there are now more Herald Tribune Puzzles than ever before. Choose from four different crossword titles, a collection of logic problems, or a variety and crosswords magazine.

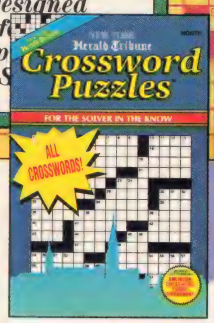












Send payment to: H-T PUBLICATIONS, P.O. BOX 940, DEPT. 2 FORT WASHINGTON, PA 19034

	1 YEAR	2 YEARS
CROSSWORD PUZZLES ONLY	☐ 13 issues: $25.87	☐ 26 issues: $51.74
CROSSWORD PUZZLES ONLY SPECIAL	☐ 4 issues: $ 8.60	☐ 8 issues: $16.40
NEW YORK HERALD TRIBUNE LOGIC PROBLEMS	☐ 4 issues: $17.50	☐ 8 issues: $32.50
NEW YORK HERALD TRIBUNE CROSSWORD PUZZLES	☐ 12 issues: $23.88	☐ 24 issues: $47.76
NEW YORK HERALD TRIBUNE CROSSWORD COLLECTION	☐ 4 issues: $13.50	☐ 8 issues: $25.90
NEW YORK HERALD TRIBUNE VARIETY & CROSSWORDS	☐ 4 issues: $17.50	☐ 8 issues: $32.50

TOTAL PAYMENT

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

GMS0498

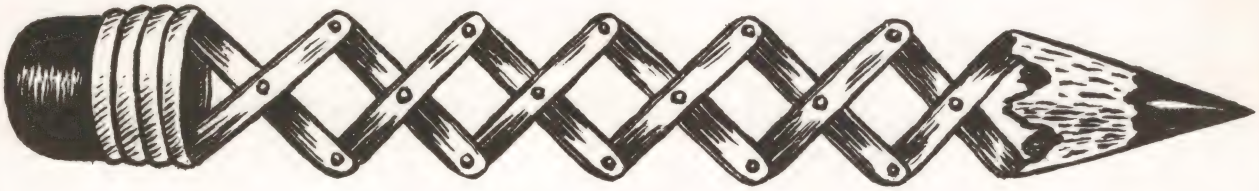
☐ This is a gift from _____ ☐ I am a current subscriber

PLEASE ALLOW 8 WEEKS FOR SUBSCRIPTION TO BEGIN. PAY WITH CHECK DRAWN ON A U.S. BANK OR MONEY ORDER ISSUED IN U.S. FUNDS. OUTSIDE THE U.S., ADD POSTAGE: $2.00 - 4 issues, $4.00 - 8 issues, $6.00 -12 issues, $6.50 -13 issues, $12.00 - 24 issues, $13.00 - 26 issues.

4496.j/03-97

EDITED BY SUSAN WEST

PENCILWISE

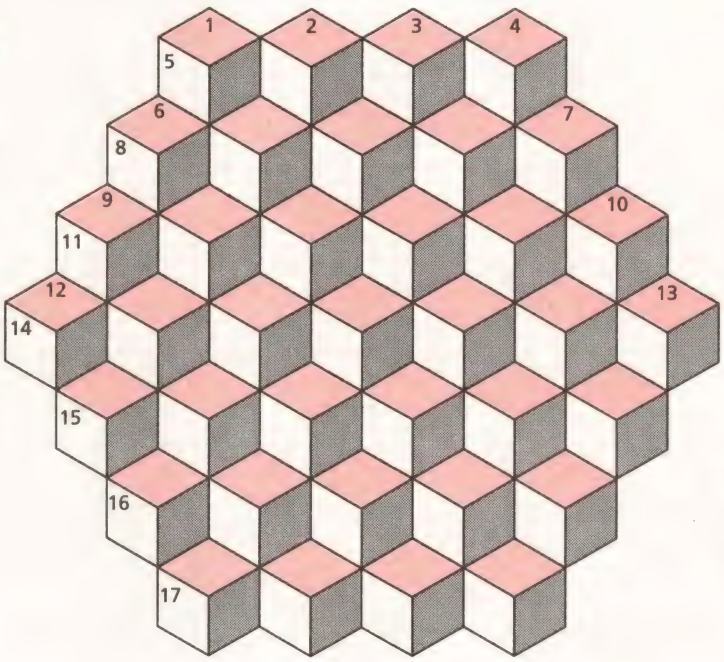


CUBISM ★★

BY RAYMOND YOUNG

To solve this 3-D puzzle you must enter your answers in three different directions. The Down and Right answers "step" down the pink and gray sides of the cubes, while the Down and Left answers follow the pink and white sides of the cubes. The Across answers cross the grid from left to right, following the white and gray sides of the cubes. Each of the three directions has seven rows with two clue answers per row. If you can fill them all, you have no mental blocks.

ANSWER, PAGE 40



DOWN AND RIGHT

1 Place where cubes are used
Woofers' counterparts
2 Scathing critic
Onslaughts
3 Ovine whine
Like poorly pinned diapers
4 Gets a paycheck
One-third of a McCartney-Jackson hit
6 Not invited
Herbert Hoover, at birth
9 Emissary
Choir voice
12 ___ podrida
Cartoonist Peter

DOWN AND LEFT

1 What Elvis said not to be
Kind of brass or hat
2 Put-up "duke"
Tony's *Who's the Boss?* boss
3 Cat from Ferlinghetti's crowd
Fine fiddle, for short
4 Earth, water, air, and fire
Starts an oil change
7 Cultish customs
Putsches
10 Big-production maker
One who bargains in bahts
13 Swimming-pool scum
Sea eagle

ACROSS

5 Skinny marsh bird
Leslie's role in *The Glass Slipper*
8 Thing
More than peripheral
11 One kind of headache
Kicks back
14 *Bitte* and *s'il vous plaît*
Squirming like worms
15 It flows past Interlaken: 2 wds.
Adjective for the '90s
16 Canine caretaker's tool
Coaster cries
17 Nothing to write home about
Ramada assets

R.J. KAUFMAN

HIS 'N' HERS ★★

BY VIRGINIA JENKINS

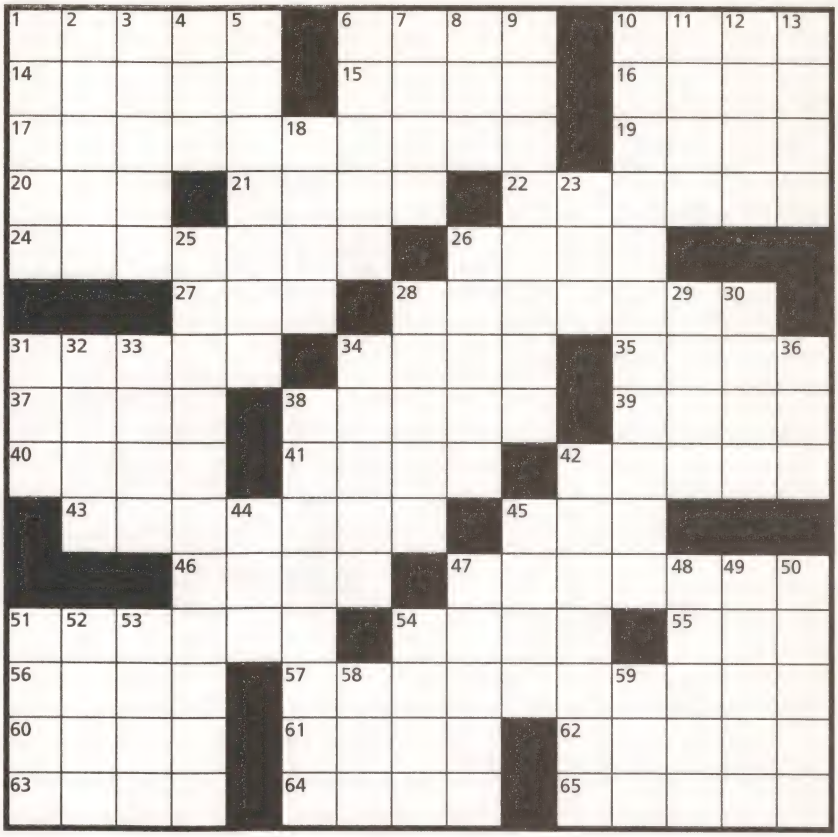
Valentine's Day is the perfect time to honor those couples whose matches, if not all made in heaven, have at least proven memorable. Hidden within the two gender symbols below are the names of 100 people—50 women on the left, 50 men on the right—who have forged famous partnerships, romantic or otherwise. Only one half of each couple is listed below, however; your job is remember that person's partner, and find both names in their respective grids—horizontally, vertically, or diagonally, but always in a straight line. Can you reunite these not-so-secret admirers? (If you do forget a few duos, a complete Word List appears on Page 42.)

ANSWER, PAGE 41

ABELARD	DEMI MOORE	HANSEL	MISS PIGGY	REGIS
ANNA	DESI ARNAZ	HILLARY	MORTICIA	ROSALYNN
ASTAIRE	DICK	HOMER	ODYSSEUS	SAMSON
BEAUTY	DWIGHT	JACK	OPHELIA	SARANDON
BLONDIE	FERDINAND	JOANIE	PERDITA	SCARLETT
BOGART	FIBBER	JULIET	POPEYE	STEVE LAWRENCE
BONNIE	FRANKLIN	KIDMAN	PORGY	STILLER
CHER	GALATEA	LADY BIRD	PRINCESS LEIA	THE CAPTAIN
CINDERELLA	GRACIE	MICKEY	PUNCH	TORVILL
CLARK KENT	HAGAR	MINDY	PYRAMUS	YOKO ONO

COSMIC CLUSTER ★

BY SUSAN GELFAND



ANSWER, PAGE 40

ACROSS

1 Wood in a closet
6 Word paired with gloom
10 Factory-sized cauldrons
14 Conservative type of skirt: Hyph.
15 Actress Sommer
16 The "E" of HOMES
17 Go-to-meeting duds: 2 wds.
19 World's longest river
20 Lemony refresher
21 Hardens, as cement
22 Piano practice pieces
24 Lessons from the pulpit
26 Solemn oaths
27 Switch settings
28 Strutted in the street
31 Angel toppers
34 Surrealist Salvador
35 Preholiday nights
37 Metal that rusts
38 One kind of boom
39 Mouth-watering list
40 Clang
41 Strung together
42 Maytag cycle
43 Eric Burdon's band, with "The"
45 Toothpaste type
46 Like a Freddy Krueger movie
47 "Hurdy Gurdy Man" man
51 Four pecks
54 Assignment for Sam Spade
55 Bachelor's last two words
56 Med school class: Abbr.
57 Anglers' danglers
60 Paddock papa
61 Genealogist's chart
62 Actress Dickinson
63 Mix the cocoa
64 Stitches up
65 Ransacks

DOWN

1 Houses in Spain
2 Give the slip to
3 Breakfast-all-day place
4 Moreover
5 Thinks through logically
6 "Charge it" consequences
7 Bullring cheers
8 Gives the nod to
9 Swift and spectacular, as a rise to power
10 Armless lady in the Louvre: 3 wds.
11 Like Kuwait's climate
12 Scrabble piece
13 Witnesses
18 Hankerings
23 Flight 800 airline
25 Wee-hours worker, often
26 Sound, as an argument
28 Glaziers install them
29 ___ *Cowgirls Get the Blues*
30 Lairs
31 Up on the fads
32 Length times width
33 Mortgage, e.g.
34 Pretty paper under a pastry
36 Haul into court
38 Ingénues in Tinseltown
42 Subscriber's option
44 The bossy Stooge
45 "Golly!"
47 Girl-boy outings
48 September's sign
49 Fess up to
50 They smell
51 Smallmouth fish
52 The "U" of CPU
53 Delhi dress
54 Airplane staff
58 Exist
59 Sean's mom Yoko

ANANYMS ★

BY JIM COUPER

To decode these Ananyms, you must come up with a specific pair of synonyms for each of the first 15 phrases listed below. If you choose correctly, those two synonyms will turn out to be anagrams of one another. For example, the phrase "Abhor the warmth" would lead to HATE the HEAT, while "Upbraid the payback" is BERATE the REBATE. Phrases 16 and 17 call for a triplet of Ananyms, while Phrase 18 will yield four of 'em.

ANSWERS, PAGE 43

1. ASSESSED the SWAP _____
2. BARGAIN FRUIT _____
3. EQUINE on the BEACH _____
4. SATAN EXISTED _____
5. MERCILESS MONEY _____
6. BASEMENT MEMORY _____
7. SPILL PERSPIRATION _____
8. MISSIVES under the BRIDGE _____
9. SHORTAGE of FLOSS _____
10. UNDERSTATED ADO _____
11. GRIZZLY'S SWORD _____
12. CARGO COMBATANT _____
13. HACKNEYED FABLES _____
14. DIVVYING UP the PARSLEY, E.G. _____
15. ADDITIONAL IRS _____
16. DANCES at the SWANKY BOUTIQUE _____
17. JULES AT NO TIME had COURAGE _____
18. DOG DECIDES to HALT the MAIL _____

CARTOON REBUSES ★☆

We've received more than 80,000 Cartoon Rebuses entries over the years, making them one of our most popular contests. Try your hand at this latest batch.

How to Solve: The answer to each rebus is a name that's found by combining any or all of the following elements from the cartoon:

- Words or synonyms of words spoken by the characters or found anywhere in the picture.
- Names of prominent objects in the picture.
- Isolated letters in the picture.
- Words implied by the cartoon's action or scene.

These elements are combined phonetically to form the name fitting the category and the number of letters given as clues above the cartoon.

Example: The answer to the example cartoon above right is *Vanity Fair*. It's found by combining VAN, pictured in the background, the word IT spoken by the cabbie, the letter E on the van, and the word FARE, suggested by the scene. Put them together phonetically and you get VAN-IT-E-FARE.

How to Enter: On a postcard or the back of an envelope, send us the answers to as many of these 14 rebuses as you can. Please list the components of each solution (as in VAN-IT-E-FARE) alongside each answer. You may enter as many times as you wish, but each entry must be mailed separately.

Winning: The winner will be the reader who correctly solves the most rebuses. Ties will be broken by random draw.

Mail entries to: Cartoon Rebuses, Games Magazine, P.O. Box 184, Fort Washington, PA 19034. Entries must be received by March 2, 1998.

KIMBLE MEAD

Ex. Magazine: 6,4

1. TV Show: 6,5,2

5. Actress: 6,5

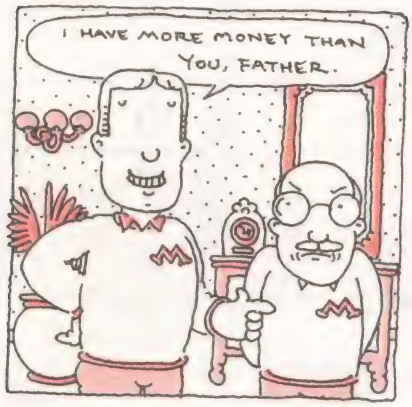
6. Movie: 14,5

10. Sports Team: 4,6

11. Animal: 6,6

Grand Prize
$500
10 Runner-Up
Prizes
A GAMES
T-shirt

2. Author: 7,5



3. 1968 Song: 6,2,4

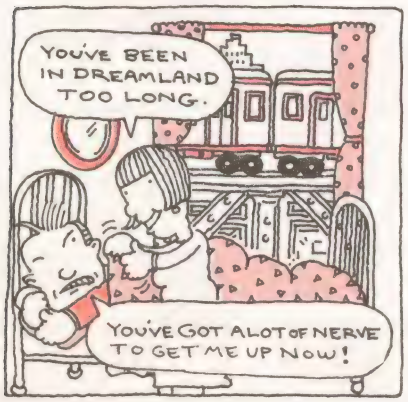
4. Dog: 9,8

7. Marine Animal: 6,3

8. Movie: 3,5,9

9. Book: 11,2,7

12. Poet: 6,7



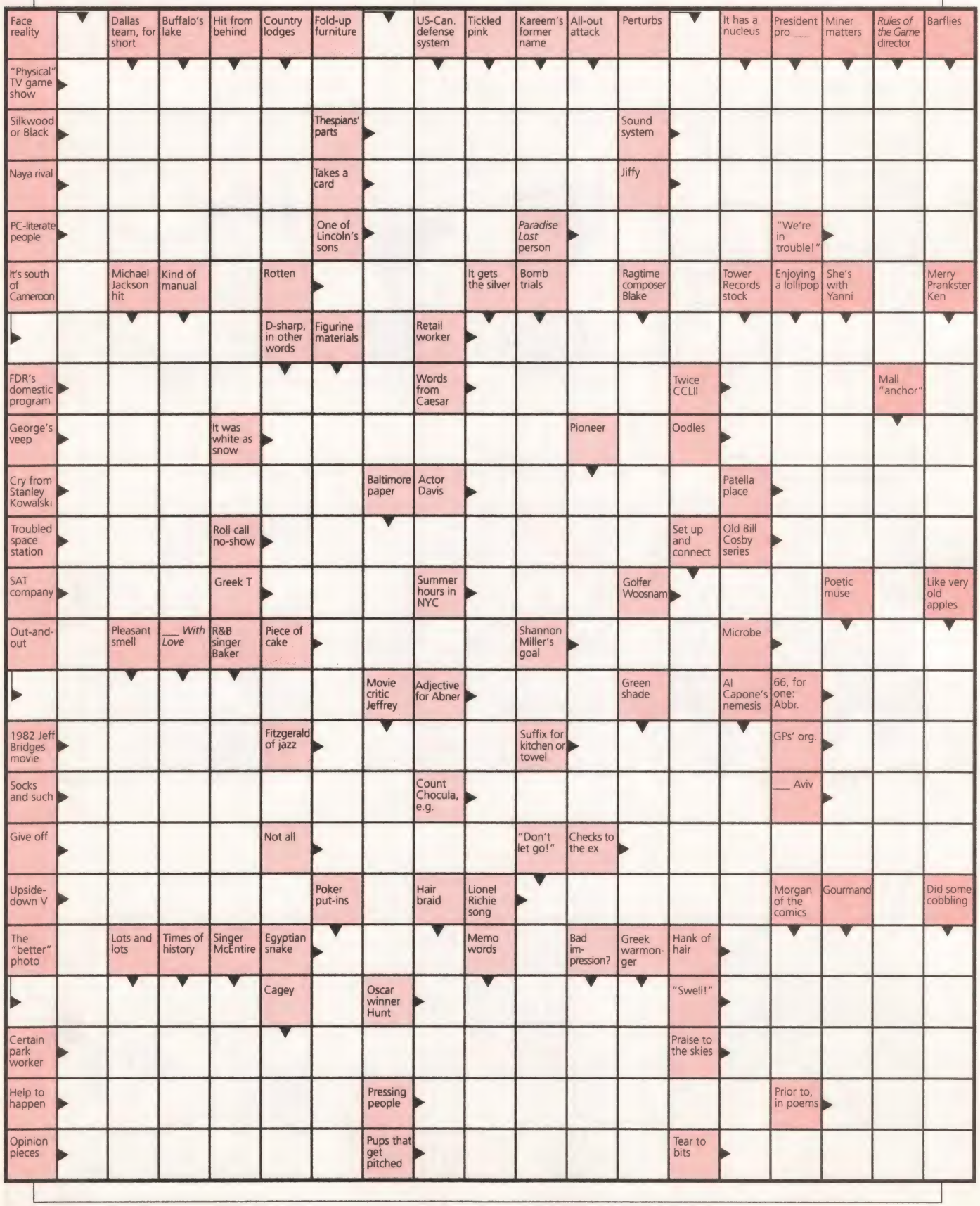
13. Musical Instrument: 8

14. Phrase: 4,3,4,5

PENCIL POINTERS ★

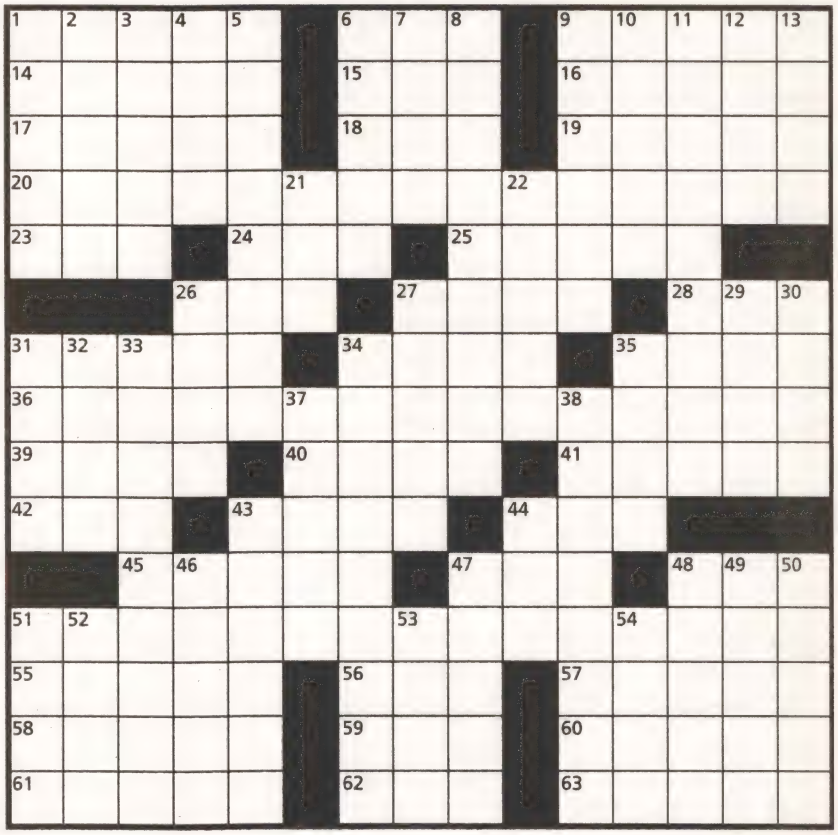
BY TRIP PAYNE

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers. **ANSWERS, PAGE 42**



CHOICE WORDS ★★

BY RAYMOND HAMEL



ANSWER, PAGE 40

ACROSS

1 Fritz's fellow senator
6 Anaconda, e.g.
9 Sheet music acronym
14 Shoe shade
15 Hummer, for one: Abbr.
16 Doofus
17 Goaded (on)
18 Half of *sei*
19 Tone et al.
20 Professor's choice: 3 wds.
23 Austin Powers, for one
24 *Bain du soleil* season
25 Bewitcher of myth
26 Plug-in sitters: Abbr.
27 Trace of color
28 Novelist Rita ___ Brown
31 Big Pittsburgh employer
34 Spoils
35 Twinge
36 Wagerer's choice: 3 wds.
39 *M*A*S*H* motor pool sergeant
40 Brits' throne rooms
41 *Revelations* choreographer
42 Newt
43 Isn't a stiffer
44 It's on opposite *Mad TV*
45 Like Ike
47 Turk's topper
48 Chuckle
51 Doris Day's choice: 5 wds.
55 Quickly
56 Jerry Seinfeld's uncle
57 Spingarn Medal awarder: Abbr.
58 Raga instrument
59 Grounded avian
60 Small atoll
61 Percolates
62 Lulu's love?
63 Off yachting: 2 wds.

DOWN

1 Footfalls
2 Touch base, at Shea: 2 wds.
3 Sport that involves scrumming
4 Kadett, e.g.
5 Gothic
6 Make B.O. go
7 Other, in Oruro
8 "Ugh" stimuli
9 Declare
10 Avengers settle it
11 Clankless armor: 2 wds.
12 Peavey products
13 Ritzy
21 Hallowed ones: Abbr.
22 Notorious '70s Ford
26 Soliloquy opener: 2 wds.
27 Pamplona runners
29 Henry VIII's fourth
30 Like flan and challah
31 Wood-shaping tool
32 Be a bum
33 Work the dirt
34 Tax technicalities
35 Hartman of 44-Across
37 *90210* alum Christine
38 Serengeti site
43 Hourglasses, e.g.
44 Match a raise
46 Sum up
47 Gravy ingredient
48 Does a shaman's job
49 Whoopi, at Comic Relief
50 Prefix meaning "seven"
51 Damsel
52 Role for Ronny
53 Two after do
54 Bigger than a bazillion breadboxes

TITLEHOLDERS ★★

BY STEPHEN SNIDERMAN

How's your film-finding skill? Each of the 24 pairs of words below hides the two-word title of a familiar movie. The first word of the movie's title appears intact in the left-hand word, and the second in the right-hand word. For example, the phrase STUBBORN ANTIFREEZE hides the title *Born Free*. There are three hyphenated titles in the list. ANSWERS, PAGE 43

1. CANNIEST CHALLENGER _____
2. RESTRAINING ROMANIANS _____
3. DASTARDLY WARSAW _____
4. MISCONSTRUED FOLLIES _____
5. ROUTINE ACUPUNCTURE _____
6. SHOCKINGLY NUCLEAR _____
7. MOLDIER CHARDONNAY _____
8. SYNCOPATED PHILANDERER _____
9. UNCLEAN SWASHBUCKLER _____
10. HYDROPHOBIC OZONE _____
11. ACROBAT DESTROYER _____
12. ALCOHOLIC GODIVA _____
13. PREMADE PRECOCITY _____
14. WHOMEVER'S BALONEY _____
15. LEMONADE PALISADE _____
16. OCTOPUS LAGUNA _____
17. SLAPDASH TOLLBOOTH _____
18. CASSOULET EMANATION _____
19. OPHELIA DECIDES _____
20. RISKING LIGAMENTS _____
21. BENEATH CHURCHILL _____
22. DISABUSE CHRISTOPHER _____
23. VOLCANO VACANCY _____
24. USHERING VAUDEVILLE _____

ABRIDGED TOO FAR ★★

BY PAIGE TURNER

When Miss Wigglebottom the librarian arrived at work the other day, she was in for a big surprise. The mad chapter-chopper had been at it again, attacking every volume on Miss W's "selected reading" shelf. Each book was lying askew with scraps of its table of contents littered all over the floor. Can you help her restore these 18 scraps to their proper volumes by naming the titles to which they belong?

ANSWERS, PAGE 40

1

I. Down t
II. The Poo
II. A Caucu
. The Rab
Advice f
Pig and
Mad Te
e Queen'
Mock Tu
bster Q

2

A Voyage to Lilli
A Voyage to Brob
A Voyage to Lapu
and Japan
A Voyage to the C

A TALE OF A
A DISCOURSE
OF

ale of A Tub
e Battle of the Bo
Discourse Concer
Spirit

RESOLUTIONS, A
THOUG

3

e Main Thing About Dr. Hoenikker
26 What God Is
27 Men from Mars
28 Mayonnaise
29 Gone, but Not Forgotten
30 Only Sleeping
31 Another Breed
32 Dynamite Money
33 An Ungr
34
35 Hobb
3
37 A Modern Ma
38 Barracuda Capital
39
40 House o
41 A Kor

4

I FIVE YEAR
II A SIGHT
III A DISAPPOI
IV CONGRATUL
V THE JACKAL
VI HUNDREDS O
VII MONSEIGNEU
VIII MONSEIGNEUR
IX THE GORGON'S
X TWO PROMISES
XI A COMPANION
XII THE FELLOW O
XIII THE FELLOW O
XIV THE HONEST TR
XV KNITTING
XVI STILL KNITTIN

5

VIII. A
XI. D'A
X. A Mo
IX. The In
XII. George
XIII. Monsieur
XIV. The Man
XV. Seguier Con
XVI. Bonacieux at
XVII. Lover and Hus
VIII. Plan of the Ca
XIX. The Journey
XX. The Comtesse de
XXI. The Ballet of L
XII. The Rendezvous
III. The Pavilion
IV. The Ladylove of
V. The Thesis of Ar
VI. The Wife of Ate
II. The Return
I. A Search for Eg
X. Milady
. English and Fre
. Soubrette and
. The O

6

15 : The
16 : The Oomp
Augustus Gloop
: Down the C
19 : The Inv
Gobstoppers
The Great Gu
1 : Good-by V
Along the Co
Candies That
Nut

7

I. The Prison-Door
II. The Market-Place
III. The Recognition
IV. The Interview
V. Hester at Her Needle
VI. Pearl
VII

8

A PERILOUS
LIFE ON THE IS
ALARM
CANNIBALS!
'S HIDEAWAY
COVERY
OF THE SPANISH
DAY'S RESCUE
FAITHFUL COMPANION
HE INTERRUPTED PLAN
RIDAY DISCOVERS HIS FATHER

9

t Passenger of
Hotel
a Case
light

Kidnapping Case
THE EVIDENCE
the Wagon Lit
he Secretary
he Valet
ie American Lady
e Swedish Lady
e Russian Princes

10

1 There is No One
2 Mistress Mary Q
3 Across the Moor
Martha
The Cry in the
"There was so
7 The Key of t
8 The Robin W
9 The Strangest
10 Dickon
11 The Nest of the
12 "Might I have a bit
13 "I am Colin"
14 A Young Rajah
15 Nest B
16

11

X. The Man
XI. The Nau
XII. The Soul
III. Captain Ni
V. The Black
V. A Note of
/I. On the Boa
II. A Submarin
II. Four Thous
X. The Islan
X. Torres St
XI. Arcadian
II. Captain
II. Confinement
V. The Realm of Co

I. The Indian Ocean
II. The Island of Cey

12

estigate
cher Over
lous • Black

Chapter 19
lls the Truth

Chapter 20
Tom's Nobility A

Chapter 21
mpositions by t
Boy's Vengeanc

pter 22
nce Betray
nishment

13

.....17 Longevity .....
Amazon.32 Anatomy and
na.....37 Physiology .....
.....42
ather..44
ecious
.....50

SCIENCE AND TECHNOLOGY .....
Elements.....
Physical Extremes .....
.....54 Chemical Extremes...
or animal Mathematics .....
mmals to Computing .....
animals, Power.....
n on rare Engineering.....
lora and Borings and Mines .....
Kingdom Timepieces.....
, vegeta- Telecommunications .....
Also in- Telescopes 2
gdoms Rocketry 21
rocary- Space Flight.....22
. Zoos,

14

XXX. THE PIPE -
XXXI. QUEEN MAB
XXII. CETOLOGY
III. THE SPECK
V. THE CABIN-
V. THE MAST-HEA
XVI. THE QUARTER-DE
VII. SUNSET - -
III. DUSK - -
IX. FIRST NIGHT-WATCH
L. FORECASTLE—MIDNIG

15

Book Seven
A Combat and a Ra

Book Eight 179
The Battle Swayed by Zeus

Book Nine 201
A Visit of Emissaries

ook Ten 227
Night in the Camp: A Foray

Book Eleven 249
Prowess and Wounds of Akhaians

Book Twelve 279
The Rampart Brea

Book Twenty
The Ranging of

Book Twenty-o
The Clash of M

Book Twenty-tw
Desolation Befe

Book Twenty-th
A Friend Cons

16

he Girl with Brow
A Leader of the Pe
Catching the Fish
8 / The Case 185
Some Brit Named Fallow
aturday's Saturnine Lunchtim
/ The Words on the Floor
The Last of the Great Smokers
3 / The Day-Glo Eel 285

17

III. The Ho
IV. An Evening
V. Showing the Fe
changing Owners
VI. Discovery
VII. The Mother's Struggle
III. Eliza's Escape
X. In which it appears
X. The Property is Ca
. In which Propert
of Mind
Select Incident
ie Quaker S
ngeline
or's
V

18

ALIGNANT GATES
WAVERLY JONG: *Rules of the Game*
ENA ST. CLAIR: *The Voice from the*
OSE HSU JORDAN: *Half and Half*
NG-MEI WOO: *Two Kinds*

TRANSLATION
A ST. CLAIR: *Rice Husband*
VERLY JONG: *Four Direction*
E HSU JORDAN: *Without Wo*
-MEI WOO: *Best Quality*

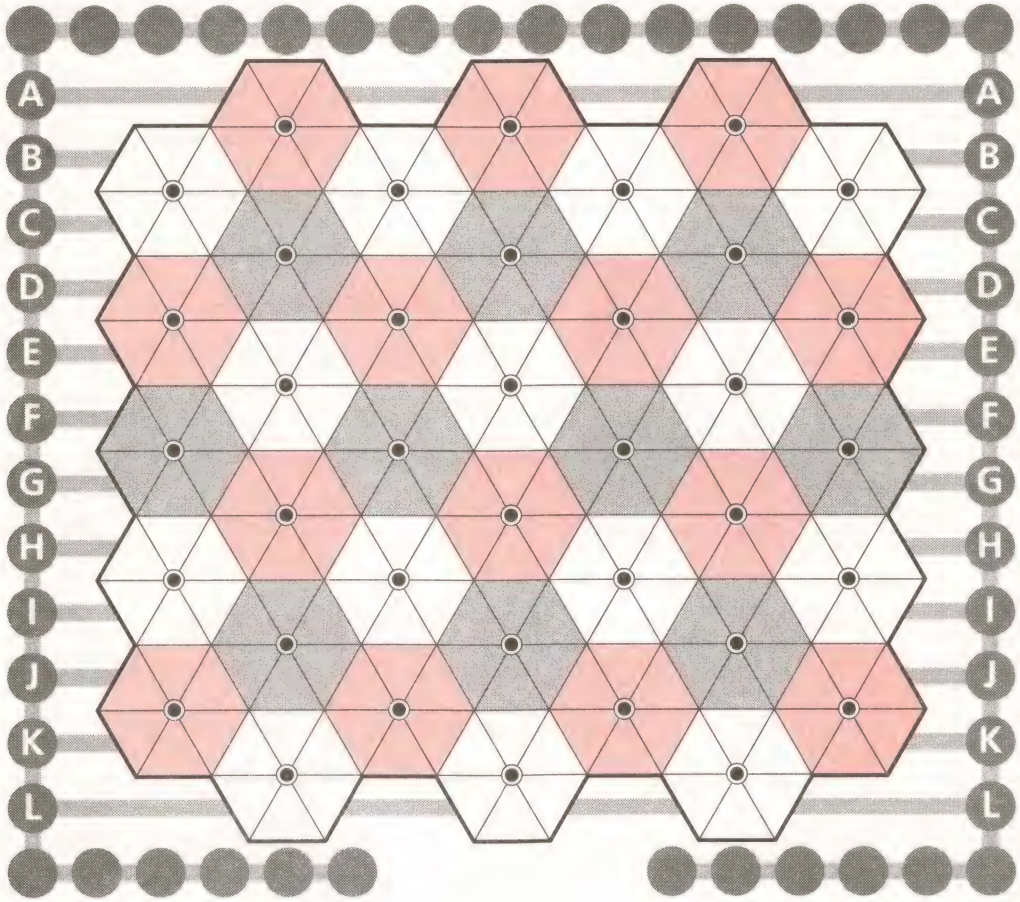
HER OF THE WESTER

ROWS GARDEN ★★

BY PATRICK BERRY

Words fit into this flower garden in two ways. The Rows stretch across the grid between the matching sets of fence posts; each row contains two answers reading consecutively from left to right (except rows A and L, which each contain one answer reading across the nine protruding spaces). The two answers in each Row are clued in order, but the dividing point between them is for you to determine. The Blooms are six-letter words or phrases that fill the colored hexagons, reading either clockwise or counterclockwise. Bloom clues are divided into three lists: White, Pink, and Gray. Answers to White clues should be placed in the white hexagons, Pink answers in the pink hexagons, and Gray answers in the gray hexagons. All three Bloom lists are in random order, so you must use the Row answers to figure out where the Bloom answers belong.

ANSWER, PAGE 42



ROWS

A William McKinley wore a red one in his lapel

B Futile aid for a wayward putt: 2 wds.
Clippety-clop processions

C What Coast soap purports to be: Hyph.
Put an end to separatism

D Spoiled-rotten star: 2 wds.
High-tech cop chopper flick of '83: 2 wds.

E Intended for pleasure
It's made by plaiting jipijapa leaves: 2 wds.

F 1991 Mike Leigh film starring his wife: 3 wds.
Corpulence

G It mustn't be crossed before the snap: 3 wds.
Nag ad nauseam: 2 wds.

H Vampire-repelling tools
Diplomacy for a dog-eat-dog world

I '88 Jodie Foster flick that's not about baseball: 2 wds.
Defeating decisively

J Subdued, as a rebellion
Partial to ten-dollar words

K Rattle the windowpanes
Welcome sight from a lifeboat: 2 wds.

L How most people ride horses

WHITE BLOOMS

- Metaluna or Endor
- Off the mark
- Less of an uphill battle
- Vinaigrette bottles
- Primly placid
- Followed instructions
- Molecular foursome
- Putting the whammy on
- "Thrilla" venue
- It's beaten for a mea culpa
- Satin in a coffin
- Entryway
- Passing forged checks
- Uncivilized

PINK BLOOMS

- Inkling, e.g.
- "De Do Do Do, De Da Da Da" band
- Dealer's demand: 2 wds.
- *Dilbert* setting
- Vocal vibrato
- Animus
- *Oz* prop
- Low-ranking military pilot
- It was parted, it's been written: 2 wds.
- Sticky-label applicator
- Grab up greedily
- Cook jambalaya or chicken cacciatore
- He won an Oscar for *Harry and Tonto*
- Where the Coyote State's governor works

GRAY BLOOMS

- Pakistani's place to pray
- Work as a temp: 2 wds.
- Greasy kid stuff
- Buck naked
- Bungles, with "up"
- The need for feed
- Brand near the Old El Paso
- Like Hawthorne's storied house
- Money at risk
- Girl, in Aussie lingo

DSZQUPHSBNT! ★☆

BY BOB LYNCH

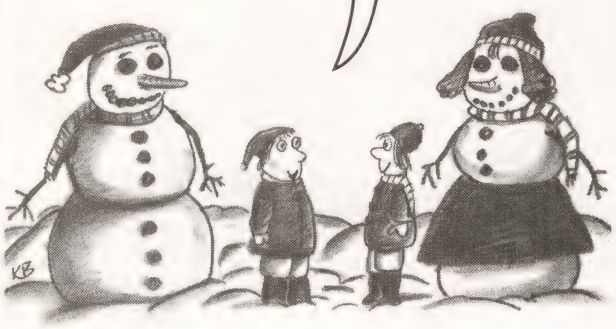
Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—which have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next; the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 42

1. CRYPTOON

PO IKAGO K UZPXO OM SNKRY MXRB MXZ, SNO K YKYX'O JPXO OM TZO GNZY IMA GZENPR YKGJAKUKXPOKMX.



2. UNCOMPLIMENTARY WORDS

OMY OIFHJXY LBOM CFEO FG HE BE OMZO LY LFHXW IZOMYI JY IHBRYW JP SIZBEY OMZR EZUYW JP VIBOBVBEC.—*RFICZR *UBRVYRO *SYZXY

3. TIME MACHINE

UIPE *SQL *SPE'H LPGAH YGROXEMVQZEPK GEK HVGAVPK YGBQEL RZXK EZQHPH PGMI HPMZEK, QV UGH VIP VZMB ZO VIP VZUE.

4. PYRAMID SCHEME

WYZSRYU *RXTMUSWY URZGYSCDRB ILK ODOOSISZWUSLY ASA YLU MKRBRKJR UGR MGWKWLGB; UGR GLU, AKT ZESOWUR ASA SU WEE.

5. COLLAR-COORDINATED

NXY ILYNEBLA PLYS *IFHVOYO NFOB VZLUPLZBHRA NY KLYS. NEBZL RFNBA' VYXHA SFNWE *NEFZ IBFJA' IYX NZBA.

6. DOWN ON THE FARM

WPAJSRZ JOYZI WORAJ ISHERTL. LAWYBSRZU, HMSLO CPAJI CMHDPOOH, ZYTRUYXLI RZXM NYHIXYVS, YTMRERZU JRXVNDMBS.

7. POLYGLOT'LL STOP

LPRAK-SONIX *SOXXY-*QNAPU ABAHO LKHEL QPUYL AEPRA HAKXO QNUIL' QPUSH; FNQQL NWAXO FQNLL, "INUYX LFKHU. KNLAN QBXSH!"

TIPS AND CLUES

Cipher 1: Ciphertext OM represents TO. (Bonus hint: K. of course, can only stand for A or I...but we'll tell you. It's I.)

Cipher 2: OMZO represents THAT. From there, it should be easy to determine what OMZR stands for.

Cipher 3: The repeated ciphertext word VIP represents a very common three-letter word.

Cipher 4: There aren't many common words that fit the pattern ASA. Try one that seems the most likely to appear twice in a sentence.

Cipher 5: Consider NXY, NY, and IYX. Given that one of these words is likely to be a preposition and that the three share many letters, it shouldn't be too hard to plug in different possibilities until you find one that works.

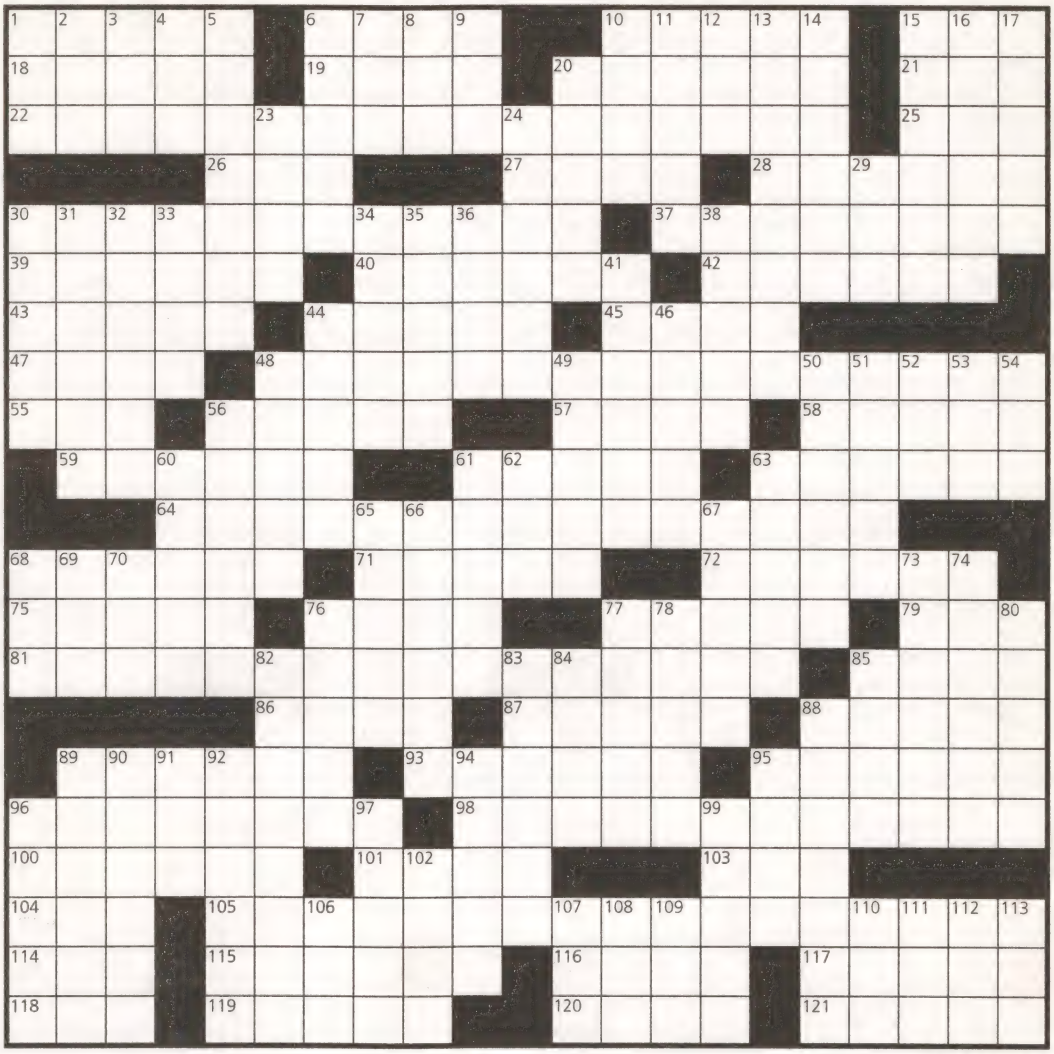
Cipher 6: Note the trigram -RZU that ends two words. What word ending is that most likely to represent?

Cipher 7: In no particular order, the five vowels are represented by P, N, X, H, B.

KEITH BENDIS

ATLANTIC CITY SOJOURN ★★★

BY BRENDAN EMMETT QUIGLEY



ANSWER, PAGE 40

ACROSS

1 Sir's missus
6 Fancy
10 The Coasters' Bobby Nunn, for one
15 Sched. abbr.
18 Reg. ___ Dept. Agr.
19 Hamlet's sister
20 Doctored socks
21 Outboard backup
22 They were an American band
25 Ogden Nash's hometown
26 It's behind the alley
27 Part of the eye
28 Tacky tie type
30 Cut loose
37 MLS tiebreaker
39 Parallelizes
40 Data and Fuzz, for short
42 Ford products
43 Prefix with mural
44 You're looking at it
45 POB fillers
47 Khartoum's on it
48 1990 Jim Varney flick
55 Storm heading
56 Blitzes
57 *Devil's Advocate* actress
58 Robinson's *Key Largo* role
59 A Caucasian
61 A minus three semitones
63 She played Annie
64 The King's first chartbuster
68 Carrying a balance
71 Some arteries
72 Big feller
75 Tag on Tolstoy's gift
76 Spring's opposite
77 Spiner of *Star Trek: Generations*
79 He talked trash on Fox
81 Big spender's words
85 Stratum
86 Spin
87 Zero population
88 ___ *milieu* (golden mean)
89 Classic computer game
93 Updated
95 "Deal!"
96 Dives
98 Tempts 120-Across
100 Radiolarian's kin
101 Flock-watching spots
103 British tax-exile isle
104 "Surf City" singer Berry
105 Drifters hit
114 The Lion of God
115 Sun Valley visitors
116 Chachi's cousin
117 He played the dictator of Bacteria
118 Jiff
119 Panthers and panzers
120 How the cookie crumbles
121 Glorify

DOWN

1 Gas-guzzling stat
2 Flying prefix
3 Chromosome cargo
4 Bay State cape
5 Singer on Live Aid's lineup
6 Wipes the floor with
7 Term of endearment
8 Publicity
9 Tsibliyev's station
10 Hayride seat
11 Polonius hid behind one
12 ___-Cat
13 Lemmings' alleged leap locale
14 Nonstandard trading unit
15 Lassitude
16 Gators' stomping grounds
17 Do not exist
20 A duffer digs it
23 Hutus and Tutsis, e.g.
24 Solzhenitsyn's ___ *1914*
29 Suffix for fossils
30 "Jezebel" singer
31 Climatic calamity culprit
32 1-Across et al.
33 Folklore baddie
34 Spiral-horned antelope
35 Rickey fruit
36 Loads, to an investor
38 Concerning equitation
41 Moravian's neighbor
44 Pam of *Jackie Brown*
46 Gearset?
48 Bother a lot
49 Scaly monsters
50 Place facing east
51 Convivial
52 Sting's role in *Quadrophenia*
53 Slurpee stuff
54 Pol's advance man?
56 Converse competition
60 He played Eddie Slovik
61 Crosshatched plan
62 Freeh agent
63 "...I am incapable of ___" (Lamb)
65 Inclination
66 Conventioneer's hat
67 Sumo-sized
68 Common contraction
69 Easter preceder
70 MCII ÷ II
73 Already up
74 Of the mind
76 Shivaree feature
77 Paladin's portrayer
78 Old Celtic characters
80 Where Knossos was
82 Where Arthur C. Clarke lives
83 –
84 Catchy song part
85 Euphonium kin
88 Man with a blank toe tag
89 Husky chow
90 See 56-Down
91 Brit's quaff in Québec
92 Coffee ad adjective
94 *Les* ___*-Unis*
95 Cicatrix
96 East Indian royalty
97 Glossy
99 Blow away
102 Slips
106 Decibel overload
107 GPA dropper
108 Flapper's scarf
109 Sault Ste. Marie's loc.
110 Batik need
111 Alias lead-in
112 Phil's *Rugrats* twin
113 Siberian indigene

CELEBRITY PAINT BY NUMBERS ★☆

Here's a new twist on an old GAMES favorite—Celebrity Paint by Numbers! When you've completed these six puzzles by filling in the proper squares in the grids, you'll recognize six famous people, real and fictional. How? The numbers at the left and top of each grid are all you need. Here's the scoop:

The numbers on the left of each row and the top of each column tell you how many groups of black squares there are in that line and, in order, how many consecutive black squares there are in each group. For example, 4 5 9 2 tells you that there will be four groups that will contain, in order, 4, 5, 9 and 2 consecutive black squares. The fact that the numbers are separated tells you that there is *at least* one empty square between them. (There may also be empty squares at the ends of lines.) The trick is to figure out how many empty squares come between the black ones.

Here's a starting hint: When there's a single number in a row and that number is greater than half the number of squares in the line, you can fill in one or more center squares. For example, in the sample puzzle below (Figure 1), which is 10 squares wide, the sixth and seventh rows each have the number 8. No matter how you place eight consecutive black squares in a row, the middle six squares will be filled in (Figure 2). Similar logic can be used to start a line that has more than one number in it. In the sample, the third column contains the numbers 1 6. The single black square and the following empty square must take up at least two squares above the 6. No matter how they get placed, the fifth through eighth squares of the column will be black (Figure 3). Figure 4 shows the completed picture.

Now try the other six puzzles on your own. You'll discover other solving techniques as you go.

ANSWERS, PAGE 43

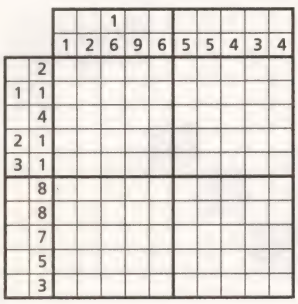


Figure 1

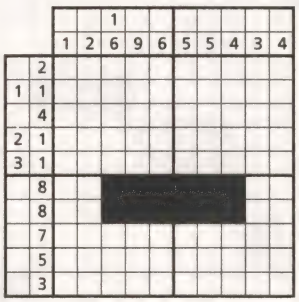


Figure 2

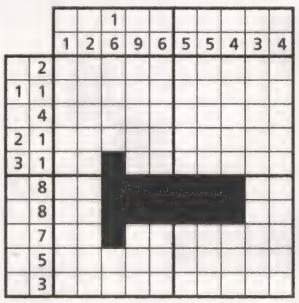


Figure 3

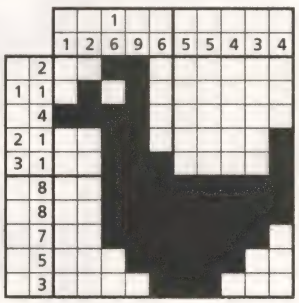
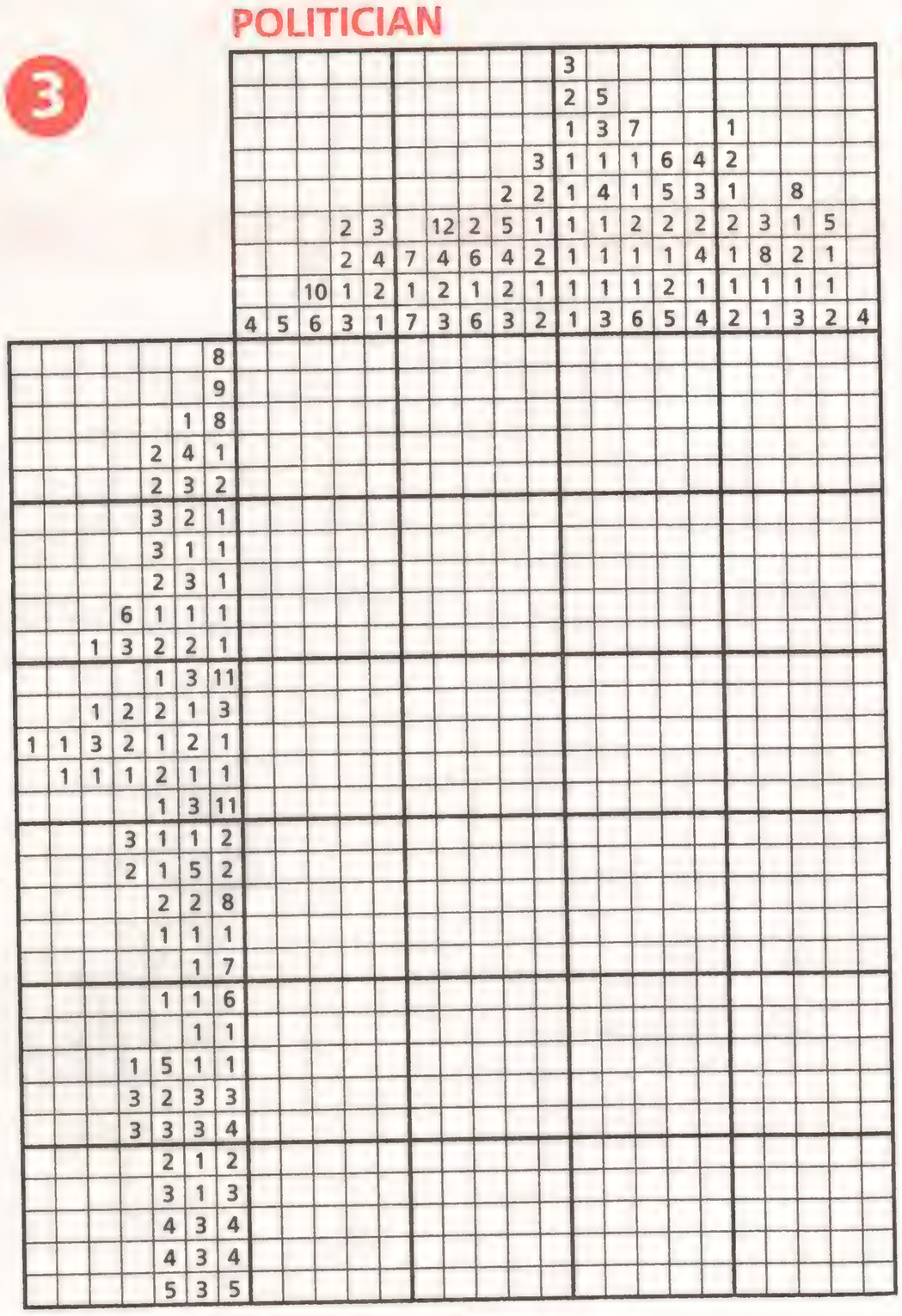


Figure 4

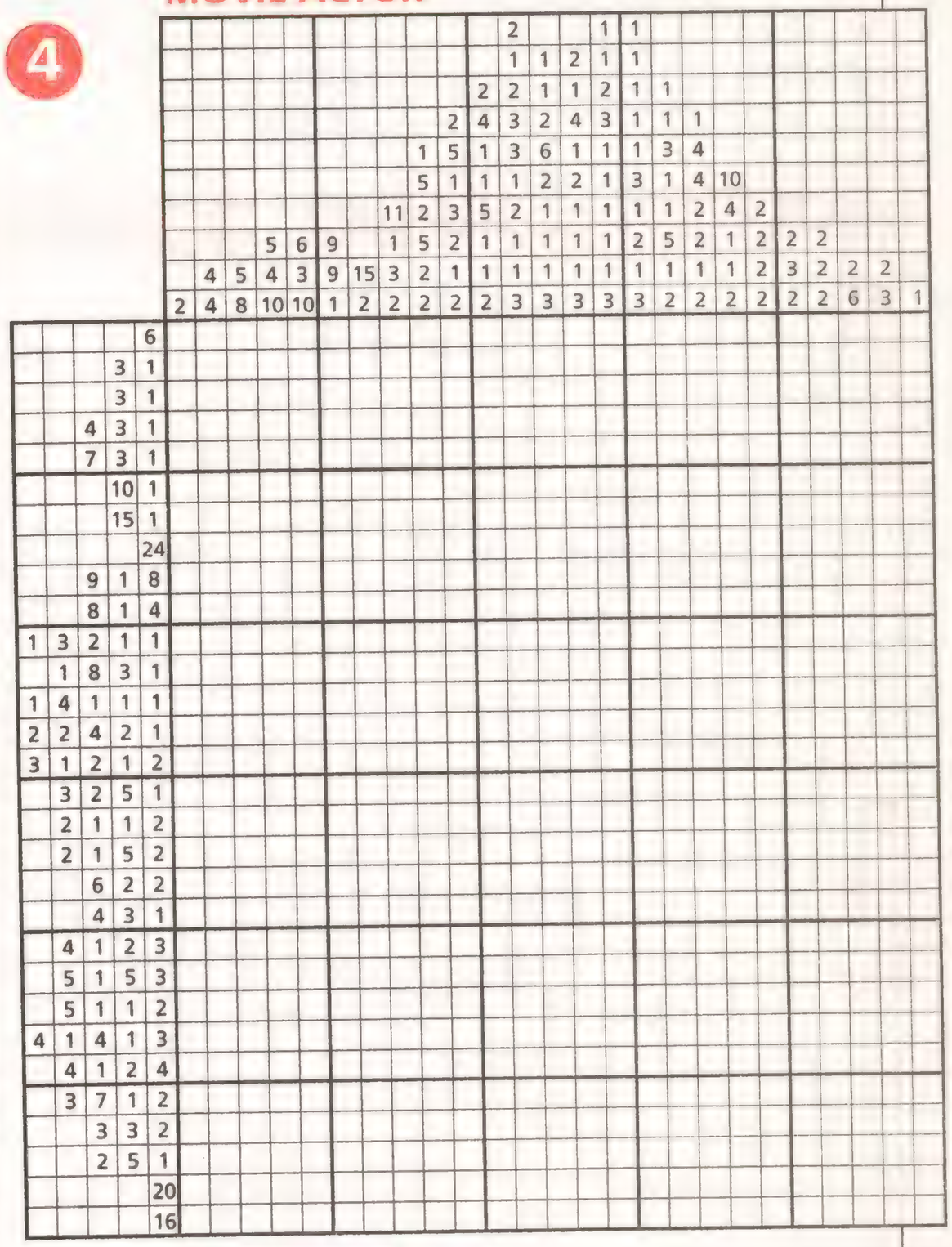
1 TV CHARACTER

2 COMEDIAN

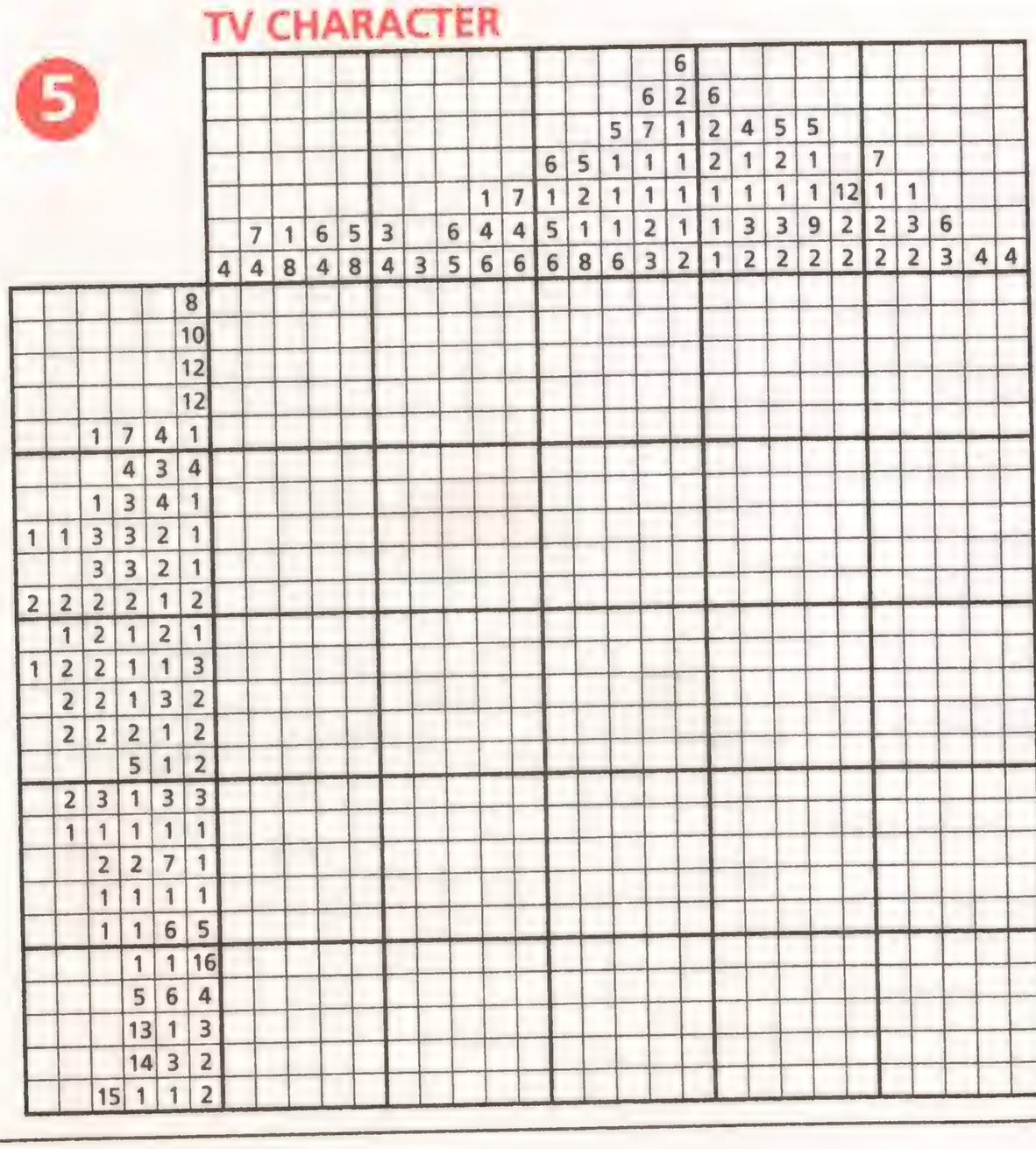
3 POLITICIAN



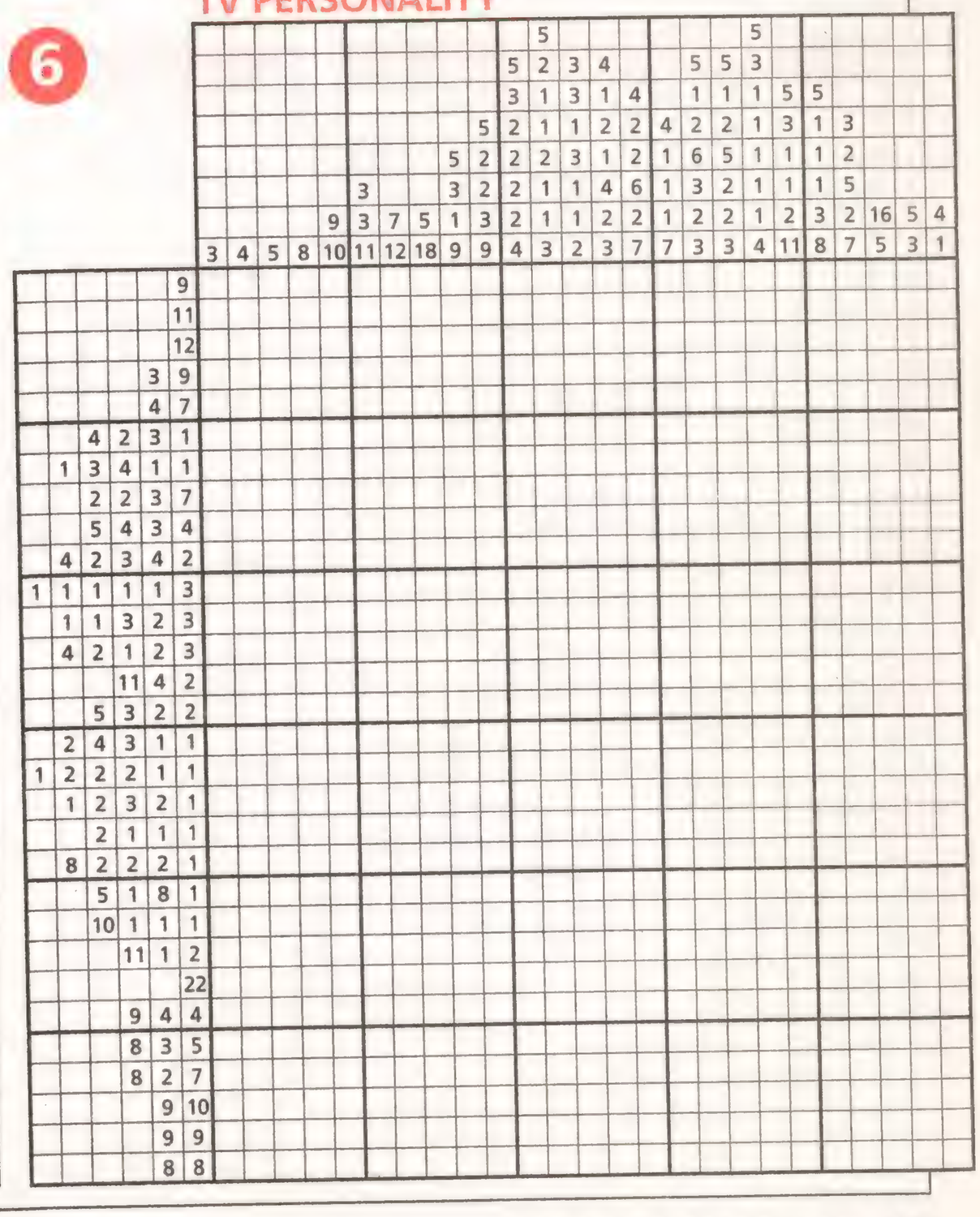
4 MOVIE ACTOR



5 TV CHARACTER



6 TV PERSONALITY



WORD DIVISION ★☆

BY JUDY WEIGHTMAN

The numbers in each of the long division problems below have been replaced by letters of the alphabet. Each letter stands for the same digit throughout a problem, but substitutions are different from one problem to the next.

Solve each puzzle using logic and basic arithmetic. When each puzzle is completed, the letters representing the digits 0 to 9, written in order, will spell a word or phrase.

ANSWERS, PAGE 41

PUZZLE 1

_ _ _ _ _ _ _ _ _ _

0 1 2 3 4 5 6 7 8 9

```
          USE
SURGE ) RUFFLES
        SURGE
        ------
        UMELTE
        URRSLA
        ------
         FGALMS
         LMULSM
         ------
          UEGST
```

PUZZLE 2

_ _ _ _ _ _ _ _ _ _

0 1 2 3 4 5 6 7 8 9

```
          MOO
YELL ) MUMBLED
       EDUMM
       -----
        OLODE
        MNOOO
        -----
         OBLAD
         MNOOO
         -----
          ENEU
```

PUZZLE 3

_ _ _ _ _ _ _ _ _ _

0 1 2 3 4 5 6 7 8 9

```
          NONO
FORE ) CORNIER
       FORE
       ----
        NEEYI
        NEIAA
        -----
         CUOE
         FORE
         ----
          YICIR
          NEIAA
          -----
           NAYC
```

PUZZLE 4

_ _ _ _ _ _ _ _ _ _

0 1 2 3 4 5 6 7 8 9

```
          EAR
THAN ) HAMPER
       PMRN
       ----
        REEE
        THAN
        ----
        ARAPR
        AAYYW
        -----
         TNTR
```

PUZZLE 5

_ _ _ _ _ _ _ _ _ _

0 1 2 3 4 5 6 7 8 9

```
          TEES
LEG ) SHATTER
      SNEN
      ----
       MEMT
       MMTE
       ----
        MLSE
        MMTE
        ----
         REAR
         RSGR
         ----
          RSA
```

PUZZLE 6

_ _ _ _ _ _ _ _ _ _

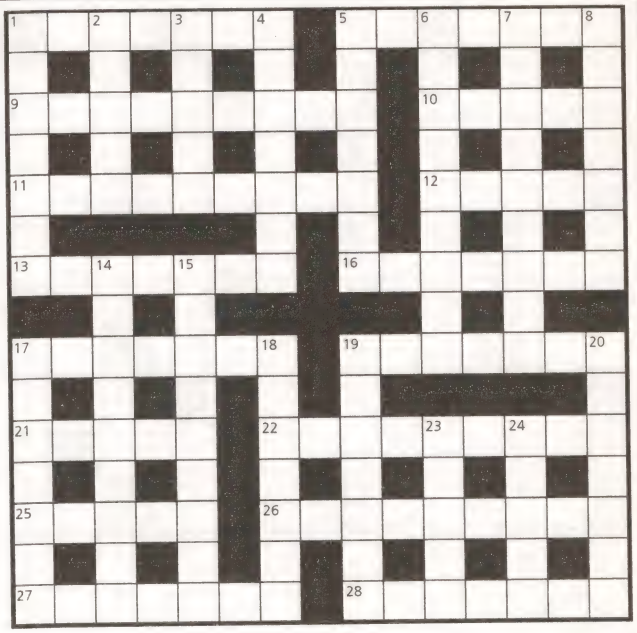
0 1 2 3 4 5 6 7 8 9

```
          EAR
APPLY ) DAPPLED
        APPLY
        -----
        FESEFE
        LOLEPA
        ------
         FOYDRD
         FLRAOP
         ------
          AFLYP
```

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1. ANSWERS, PAGE 42

PUZZLE 1 BY TODD REW



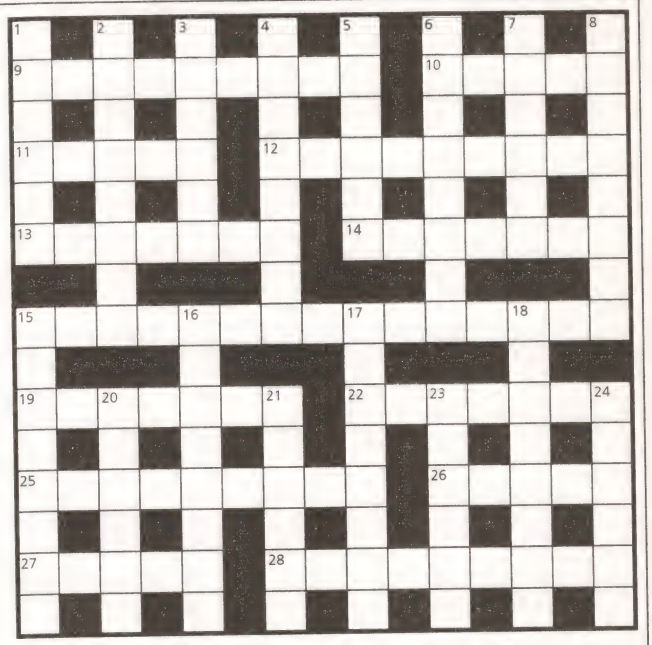
ACROSS

1 Right behind cat, the wild yak (7)
5 Playing nim, sees match (7)
9 Wrote comments on article: no time, incorrect date (9)
10 Ray's slide (5)
11 Citizens of Cleveland et. al forgoing inaugural (9)
12 Mentioned saw out loud (5)
13 Significant number chart (7)
16 Realist mixed more blue (7)
17 Spanish city was on spot described by Georgia (7)
19 Underwrites auditor's math functions (7)
21 Former leader abandons Coors's headquarters (5)
22 Drop from the sky? Better heat up car (9)
25 Hold up bank (5)
26 Began work with dietitian (9)
27 Stops traveling side streets (7)
28 Herb threw a tantrum, arresting our group (7)

DOWN

1 A grinch murdered—for shame (7)
2 Relations with colonists overheard (5)
3 Conveyed to Kennedy (5)
4 Following withdrawn couple inside emergency room (7)
5 Caesar turns in crazy naked people (7)
6 Al's miscue spoiled concerts (9)
7 Cast embracing tart is unexpected (9)
8 He pays writer to infiltrate radicals on the rise (7)
14 Lacrimal secretions from alien predators (9)
15 Grace takes shower—not smart (9)
17 Complained of being finally awakened (7)
18 Uses one plugged into Macintoshes, e.g. (7)
19 Carter runs to support book by King (7)
20 Misled dedicated guards: traveled over snow (7)
23 Stick with terrific linguini ingredient (5)
24 Left off until East is free (5)

PUZZLE 2 BY HARVEY ESTES



ACROSS

9 Possible Valentine's Day gift and card within reach for Reverend Spooner (4,5)
10 Klingon's limitless jargon (5)
11 Somewhat universal sauce! (5)
12 Separate and catch up, surrounding everyone in retreat (4,5)
13 Daydream of revolution by lake (7)
14 End wild carousing and waste away (7)
15 Criminal one moll knocked out in Washington building (7,8)
19 Large vessel I preserve for papal residence (7)
22 The rain ruined cook's headgear (4,3)
25 Turn up the heat on German militarist (9)
26 Craig Biggio, for one, is sorta rude (5)
27 He sang "Mule Train" for illegal alien (5)
28 Aborigine's arm is bent out of shape 9)

DOWN

1 Sonny's ex entertains while making drink after drink (6)
2 Author flying airline around five (3,5)
3 After operation, Alice restricted pastry (6)
4 Lennon grabs up black skillet with vegetable (4,4)
5 Raised shade framing Eli and Iris's protector (6)
6 Actor's peak: *A Hundred in Love* (2,6)
7 To the heart of conflict dividing Indiana (6)
8 Batter felt loss from indirect pitch (4,4)
15 Ms. Ullmann and actor Tom have a comfortable existence (4,4)
16 Quick examination offered by union; CEO verified (4-4)
17 Rider has fallen for *Apollo 13* actor (2,6)
18 Quickly intone, "I'm deranged" (2,2,4)
20 Secret info informer brought back from a sticky trap (6)
21 Feudal soldiers discussed dark periods (6)
23 Over long periods of time I'm making icons (6)
24 Prickly Mr. Detmer holding phone (6)

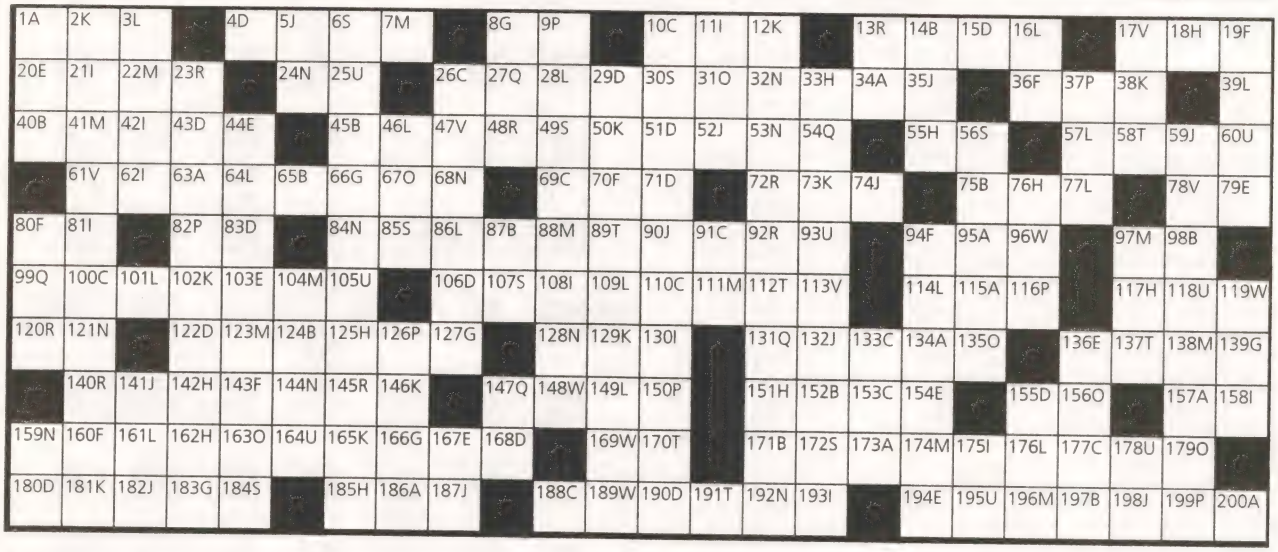
For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, P.O. Box 184, Fort Washington, PA 19034.

DOUBLE CROSS ★★

BY ANNE BROWN

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 43



A. Infectious agent discovered by the CDC's Robert Gallo
134 34 1 115 95 63 173 186 157 200

B. Film about Baroness Karen Blixen: 3 wds.
14 152 75 124 98 40 171 65 197 87 45

C. She played the nanny in *The Nanny*: 2 wds.
69 91 10 110 133 188 100 26 177 153

D. 1987's "tour de force for the taste buds" adapted from a Dinesen story: 2 wds.
180 155 4 29 71 106 51 43 83 122 190 15 168

E. Acquires by succession
79 167 44 20 136 103 154 194

F. Spurious: 2 wds.
94 143 19 36 80 70 160

G. Sunni's counterpart
139 127 66 8 183 166

H. Tour de France champ of '97: 2 wds.
151 185 18 125 33 117 142 55 162 76

I. Final Bowery Boys outing, with Sach and the gang escorting a poodle on a cruise: 3 wds.
42 21 130 11 62 108 175 158 81 193

J. Andersen tale of a girl who can't stop dancing: 3 wds.
90 141 5 59 182 52 35 132 198 187 74

K. First (loosely based) film version of *The Children's Hour*: 2 wds.
73 2 12 102 38 50 146 165 129 181

L. He wrote *Spoon River Anthology* while running a Chicago law practice: 3 wds.
64 46 28 114 39 176 3 77 57 109 101 16 149 161 86

M. Russian port and rail hub called "Gateway to the Caucasus": Hyph.
196 97 22 7 88 174 104 138 41 111 123

N. Rockabilly legend who took his last plane ride with the Big Bopper: 2 wds.
32 144 84 159 121 68 24 53 192 128

O. Apprehensive
163 156 135 31 67 179

P. What G is for, according to Sue Grafton
126 199 150 9 37 82 116

Q. NASCAR Hall-of-Famer in a feathered cowboy hat
99 27 131 147 54

R. Sending forth
23 13 72 120 140 48 92 145

S. Poet whose "The House of Life" had to be dug up from his wife's grave
172 107 56 184 6 30 49 85

T. Swiss dish made with wine, kirsch, and Emmenthaler cheese
170 58 89 191 137 112

U. Set free
118 105 25 60 93 178 195 164

V. Offends
47 17 61 78 113

W. Fundamental spirit of a culture
189 96 148 169 119

PEARL NECKLACES ★★

BY RAYMOND YOUNG

To make necklaces out of this pile of loose pearls, enter the answers for each of the five Strings (1-5) starting from the corresponding string number and working your way down, one letter per pearl, to the bottom row. Each string has three or four consecutive clue answers; it's up to you to determine the dividing point between answers. The strings may crisscross on their way down and switch to a new column, but do not move horizontally. The Fives (A-T) are all five-letter words to be entered from left to right starting at their corresponding letters. When you're finished, you'll have strung every pearl to make five complete (albeit tangled) necklaces.

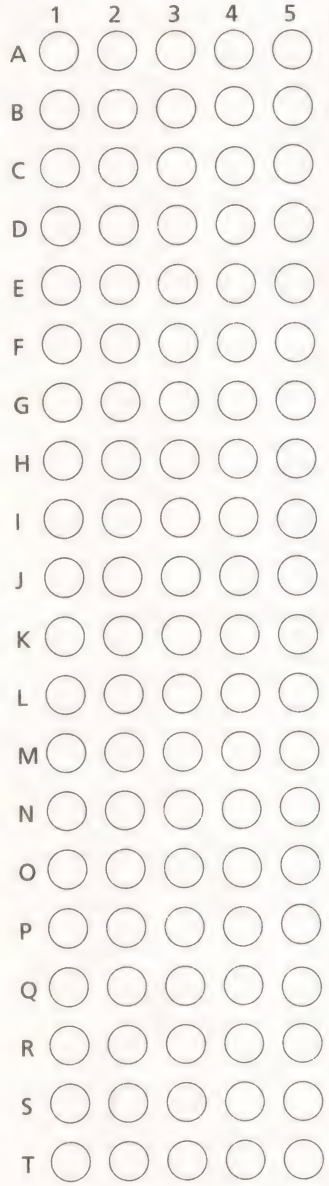
ANSWERS, PAGE 41

STRINGS

1 a Pearl source
b Rolling scone cart
c Dust on a gymnast's hands
d Toothpaste brand
2 a "Iron curtain" coiner
b Ta-TUM poetic foot
c Coach Cowher's charge
3 a Elicit a "well, I never!"
b Alice of *Alice*
c Longs (for)
d Mao ___-tung
4 a Says "why not?"
b Founded
c Nehemiah lead-in
d Getting a load of
5 a The Alamodome is one
b Downwind
c Get puffed-up
d Attack verbally

FIVES

A It's due west of Daytona
B Antsy
C Knock over
D Sounds off
E *The Alienist* author Carr
F More in the pink
G Part of *fiat lux*
H Denis of *The Ref*
I Ex-con Helmsley
J Mini-cay
K Matilda's dance
L Gangster Lansky
M Make a climber safe
N Splines
O Flinch
P Lacking a rap sheet
Q Thinks it matters
R Leaning
S "Fatha" of jazz
T Be one with traffic



FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

By Henry Hook

Link-Letter Art

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

HARD CLUES ★★★

ACROSS

1 Paraphernalia
5 First Peace Corps director
12 Held in contempt
19 "It's ___ world" (Dickens)
23 Between gigs
24 French sentry's call
25 Guttural
26 Asian VIP
27 Henry's *Twelve Angry Men* costar
28 Like some roads less traveled
29 They're with the band
30 Nuncupative
31 She played Ike's wife
33 *Mes inicial*
34 Cellulose triacetate fiber
35 Home of Winged Victory
37 End of the world?
39 Parties to a dogfight
40 Emilia's hubby
41 Sutured
42 Daggoo's boss
46 Paresthetic
48 Hodgepodge
52 Lew Wallace hero
53 Church gp.
55 Cal and Georgia
56 Parallelepiped, for example
57 Terrorist's weapon
58 Mined-over matter
60 Tend to divots
62 "Baloney!"
63 Khan of Rufus
64 Not-for-profit spots: Abbr.
65 Middle name of Brinker's creator
67 Pillar of the community?
69 Gaelic groups
70 Beauty's name
71 Zip through gates
73 Youngster
75 Actor ___ Maria Brandauer
76 Ernest's kid's kid
77 Arm-bending wrestling hold
79 Like photos from slow film: Hyph.
81 Formative
82 "Sorta"
84 Specious argument
85 Bar talk
86 Canceled
87 Annotate
88 Dan Glickman's dept.
89 Like safe mutual funds
94 Over the top
96 Lovin' Spoonful hit
102 Keats's name for Shelley
103 Versed
105 Medicine Bow National Forest headquarters
106 Scratch
107 Whodunit opener
108 Green Party VIP
110 Page-turners
111 Broadway musical of 1919 or 1973
112 Barre bends
113 Keglers' milieu
115 '80s Israeli PM
116 Power
117 Hillock
118 Goofy picture?
121 Burnooses
123 Po folks' money
124 Split ___ (Finn Brothers' first band)
125 *Rocky Horror* heroine
126 Swains
128 Place for a mugwump
130 Get gussied up
131 Is tormented
133 B. Dalton array
135 Playwright Hansberry
137 Down Under flock
138 Manhandle
139 Asset
141 Sudden cop drop-in
142 Social
145 Tendrils, to botanists
146 Calyx component
148 Style
152 Churl
153 Children of Norman and Enid?
155 Cooperating
157 Impish sprite
158 Scuttle about
159 Jewish diet?
160 Barely any
161 Bad thing to be up
162 Gless's '80s costar
163 New York's Highlanders, today
164 Flats 'n' such
165 Director Gus Van ___

DOWN

1 Colorado feeder
2 Unimprovable place
3 "Break ___!"
4 Eighty-six
5 Press agent?

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 37!

EASY CLUES ★

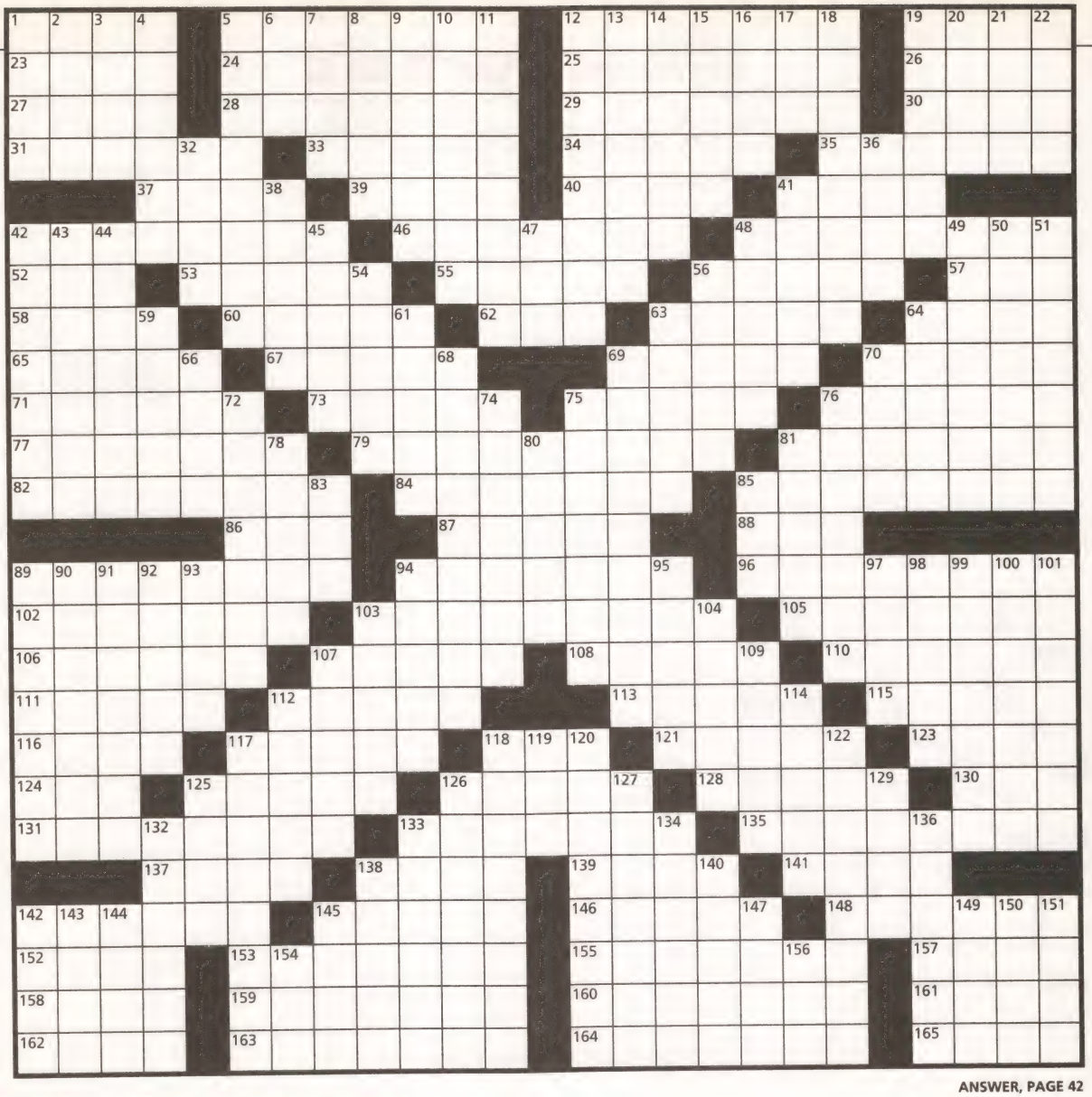
ACROSS

1 A stickshift shifts it
5 Arnold's Maria
12 Pooh-poohed contemptuously
19 *Diary of ___ Housewife*: 2 wds.
23 Not working
24 On the ___ (watchful): 2 wds.
25 Hoarse
26 Prince of India
27 Cobb of *The Virginian*: 2 wds.
28 Lacking an asphalt surface
29 Rock band's amp haulers
30 Spoken
31 Jessica, in *Murder, She Wrote*
33 First month of the *año*
34 Acetate fiber brand (LEARN anagram)
35 Where the *Mona Lisa* hangs
37 World: Suffix
39 Crack pilots
40 *Othello* villain
41 Stitched
42 Moby Dick's pursuer: 2 wds.
46 Feeling prickly
48 Varied assortment: 2 wds.
52 *Ben-___*
53 Catholic or Baptist: Abbr.
55 Science schools, for short
56 Not hollow
57 Gun used in *The Dogs of War*
58 Raw minerals
60 Lay down the lawn again
62 Decompose
63 "I Feel for You" Singer Kahn
64 "Don't do dope" ads, e.g.: Abbr.
65 Author Mary ___ Dodge
67 Tribal emblem
69 Highlands families
70 Southern sweetie
71 Zigzag on skis
73 Trivial
75 Nastassja Kinski's dad
76 Margaux Hemingway's sister
77 Deadbolt, for example
79 Sharp and clear, as a photo: Hyph.
81 Highly original (MENIALS anagram)
82 "Not exactly": 3 wds.
84 Bogus argument (HIS MOPS anagram)
85 Attorneys' jargon
86 Crossed out
87 Lip stuff
88 Farmer's work: Abbr.
89 Not lopsided
94 Awfully extreme
96 Woolgather
102 Shelley's elegy to Keats
103 Made perfect?
105 University of Wyoming city
106 Scale openers: 3 wds.
107 It doesn't pay, they say
108 *Unsafe at Any Speed* author Ralph
110 Fiction section fillers
111 Dunne or Papas
112 Wields
113 Bowling alleys
115 Fathers: Fr.
116 Force
117 Pitcher's hangout
118 Animation frame
121 Judges' duds
123 Italian coin
124 Split ___ ('80s band from Auckland)
125 A.G. Reno
126 Boyfriends
128 Dealer in "hot" goods
130 Dress (up)
131 Struggles with a decision
133 Books in a World Book set
135 Quiche ___
137 Ostriches' kin
138 Handle roughly
139 Addition symbol
141 Sudden invasion
142 *An ___ to Remember*
145 Wispy, high-altitude clouds
146 Flower part (LAPSE anagram)
148 Sundial's indicator
152 Uncouth oaf
153 Oklahomans
155 Combining into one
157 Prankish fairy
158 Symbol for Cancer
159 Israel's parliament
160 The least possible
161 Maple, oak, or pine
162 Tim of *Wings*
163 1996 World Series Champs
164 Landscape
165 Movie director Gus Van ___

DOWN

1 ___ monster (venomous lizard)
2 Paradise
3 Shake ___ (hurry): 2 wds.
4 Factory second
5 Something that flattens
6 Attila, for one
7 Ready to pick
8 Mrs. Trump #1
9 *Creepshow* actress Lindfors
10 Dr. Koop's middle name
11 Dogwood variety: 2 wds.
12 Heterosexual
13 Church group's songs
14 What Cointreau tastes like
15 Bull sitter's convention
16 Hammer's target
17 Summer in Soissons
18 Reading disorder
19 The Beach Boys' "I Get ___"
20 Ex-sportscaster Albert
21 Slightly open
22 Roy's ridin' sidekick
32 Pack the van
36 Was in debt
38 French Impressionist Édouard
41 Fabrics from worms
42 Linguist/activist Noam
43 Popular Civil War-era song: 2 wds.
44 Remits ahead of time
45 ___ buddies
47 Sergeant, e.g.: Abbr.
48 Sounds of pain
49 Greyhound, for one: 2 wds.
50 Showy shrubs, in spring
51 Titular heroine of an 1841 ballet
54 Recurring theme
56 '70s teen idol Cassidy
59 ___ bill of goods to (defraud): 2 wds.
61 Comedian Leary
63 Assertion
64 Grave danger
66 And ___ (etc.): 2 wds.
68 Letters on towels and briefcases
69 Symphony music genre
70 Tuscaloosa university, for short
72 Caesar's 1492
74 Supplant
75 Actress ___ Scott Thomas
76 *Sleepless in Seattle* star: 2 wds.
78 Thigh-shin connectors
80 Specter
81 *Love Story* author Erich
83 Peculiar
85 Little fella
89 Light bulb that fizzled?: 2 wds.
90 Loving to pieces
91 Lamas of *Renegade*
92 Concerning
93 ___ *That Tune*
94 Made prunes from plums
95 Wood that smells good
97 Let fall
98 *Bolero* composer Maurice
99 Retired profs (I RETIME anagram)
100 Plane wing part (ONE LIAR anagram)
101 It's left after the beep
103 Fine stuff on a contract
104 ___ iniquity: 2 wds.
107 This list
109 Mutinous dude
112 Cornbread cakes
114 Mexican mister
117 *Harry and Tonto* director Paul
118 Pablo Casals et al.
119 Water: Fr.
120 Checks for all the money: 2 wds.
122 Unkempt-looking
125 Guitarist Hendrix
126 Dance similar to a gavotte (OUR BEER anagram)
127 Re element 34 (LICENSE anagram)
129 "___ go bragh!"
132 At hand
133 City near Milan (SEAVER anagram)
134 Lying on one's back
136 Takes as one's own
138 Capital of Belarus
140 Shiny fabric
142 Alphabet opener
143 ___ song (cheaply): 2 wds.
144 Newborn in the paddock
145 Joel or Ethan of *Fargo* fame
147 Key West pie fruit
149 Ms. Sorvino
150 Yoked bovines
151 Nikita's "no"
154 ___ budget (watching expenses): 2 wds.
156 Ford's veep's initials

R.J. KAUFMAN



ANSWER, PAGE 42

HARD CLUES (CONTINUED)

6 Vandal
7 Auspicious
8 Marla's predecessor
9 Ms. Lindfors
10 *Medical Center* star
11 Dogwood variety
12 Candid
13 Harmonized hymns
14 Antiscorbutic fruit
15 Copland/DeMille work
16 Onyx, to a doc
17 When Étienne estivates
18 Trouble with the cast of characters?
19 In the neighborhood
20 Backbiting Albert
21 Admitting a draft
22 "Father of surf music" Dick
32 Freight
36 Was beholden
38 His *Olympia* shocked Paris
41 Jockey's togs
42 Leftist linguist at MIT
43 Song that inspired "Love Me Tender"
44 Forestalls a debt
45 One kind of buddy
47 Cpl., e.g.
48 Pun payoffs
49 Gotham, to Ralph Kramden
50 Pinxster flowers
51 Famous 1841 ballet
54 Wallpaper pattern
56 A Cassidy
59 Saddle, in Salerno
61 Islanders' Potvin
63 Allstate liability
64 Jeopardy
66 Part of "&c."
68 JFK and LBJ, e.g.
69 Pavlovian, not Skinnerian
70 Home of the Crimson Tide
72 Columbian time
74 Supersede
75 Who shot J.R.?
76 The "she" in "I'll have what she's having"
78 An elephant has four
80 Koestler's *The ___ in the Machine*
81 *Just Shoot Me* cast member
83 Matchless
85 Spalpeen
89 Hardly a brainstorm
90 Very fond
91 Music heard by Rhoda?
92 Regarding
93 With 97-Down, tell who you know
94 Deciccated
95 Moth repellent
97 See 93-Down
98 Entangle or disentagle
99 Titled pensioners
100 Bank regulator
101 "Willie Boy is here," e.g.
103 Serigraph
104 ___ thieves
107 Evidence
109 He's apt to yell
112 Corny fare
114 Man of La Mancha
117 *Moon Over Parador* director
118 Performers who bow
119 Perrier, e.g.
120 Not annuities
122 Like something the cat drug in
125 Experienced musician?
126 Dance of France
127 Re element 34
129 Innisfail
132 In the neighborhood
133 *Poème Electronique* composer
134 Back down
136 Votes for
138 CIS HQ
140 Audited
142 Opening letters
143 ___ *Few Dollars More*
144 A little paint?
145 Turturro's *Barton Fink* director
147 Ceviche marinade
149 Red giant in Cetus
150 Exemplars of strength
151 Opposite of *da*
154 ___ shoestring
156 G.R.F.'s successor

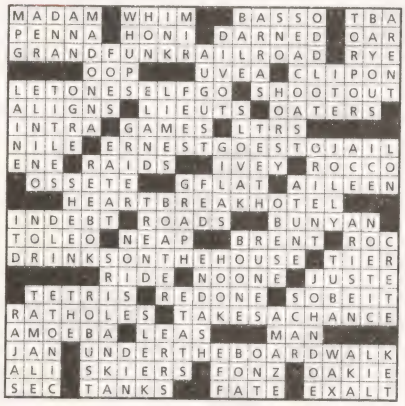
ANSWERS

STAR ATTRACTIONS

The couple in the center is Warren Beatty and Annette Bening. Starting at the bottom heart and moving clockwise, the actors (with films shown parenthetically between the pair they link) are as follows:

Michael Douglas (*The American President*) Annette Bening (*Bugsy* or *Love Affair*) Warren Beatty (*Bonnie and Clyde*) Faye Dunaway (*Three Days of the Condor*) Robert Redford (*Up Close and Personal*) Michelle Pfeiffer (*One Fine Day*) George Clooney (*The Peacemaker*) Nicole Kidman (*Days of Thunder* or *Far and Away*) Tom Cruise (*The Color of Money*) Mary Elizabeth Mastrantonio (*Robin Hood: Prince of Thieves*) Kevin Costner (*Tin Cup*) Renee Russo (*In the Line of Fire*) Clint Eastwood (*The Bridges of Madison County*) Meryl Streep (*Falling in Love*) Robert DeNiro (*Casino*) Sharon Stone (*Basic Instinct*) Michael Douglas

31 ATLANTIC CITY SOJOURN

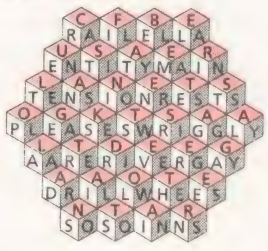


18 PAST IMPERFECT

The errors are (counterclockwise from the upper left): The chessboard has been turned 90° (the corner square on Kasparov's right should be light, not dark); President Clinton injured his leg, not his arm; Madonna (far left) is not one of the five Spice Girls; the Masters winner gets a green jacket, not red; the two sheep have nine feet between them (note the hoof just visible to the left of the closer sheep's head); the Gateway Arch is in St. Louis, not New York City (the World Trade Center is visible in the background); Earth's moon is seen full size over the Martian landscape; the governor of Hong Kong did not wear a party hat at the ceremony; UPS trucks have no logo in their radiator grill area; and the two-piece swimsuits in the Miss America Pageant were not allowed to have patterns such as the dots shown.

Photos: Kasparov, Spice Girls, Rolling Stones, Miss America—Globe Photos, Inc.; sheep—PhotoDisc; all others, Corbis-Bettmann.

21 CUBISM



72 EXECUTIVE DECISIONS

Election Recall

1. John Adams (1800) and William McKinley (he was reelected in 1900). (Years divisible by 100 are not leap years unless they are also divisible by 400.)
2. John Tyler, Millard Fillmore, Andrew Johnson, Chester Alan Arthur, and Gerald Rudolph Ford. The first four succeeded from the vice presidency upon the death of their predecessors, and Ford upon Nixon's resignation. Theodore Roosevelt, Calvin Coolidge, Harry S Truman, and Lyndon Baines Johnson all succeeded from the vice presidency upon the death of their predecessors, but they were then elected to terms of their own.
3. Three, in 1841 and 1881. (Martin Van Buren's term ended, William Henry Harrison took office and died of pneumonia, and John Tyler succeeded him in 1841; Rutherford Birchard Hayes's term ended, James Abram Garfield was assassinated, and Chester Alan Arthur succeeded him in 1881.)
4. Five, in both the 1840s and 1880s.
5. The elections of 1836 to 1856—six elections, eight presidents.
6. The elections of 1800 to 1820—six elections, three presidents.
7. John Quincy Adams (after losing his bid for reelection in 1828, he was elected to the House of Representatives in 1830, and served until his death in 1848), and Andrew Johnson (elected to the Senate in 1875, months before he died).
8. Martin Van Buren (1848), Millard Fillmore (1856), Grover Cleveland (1892—he was elected president in 1884, lost his bid for reelection to Benjamin Harrison in 1888, and then defeated Harrison in 1892), and Theodore Roosevelt (1912).
9. Five (Theodore Roosevelt, Calvin Coolidge, Franklin Delano Roosevelt, Harry S Truman, and Lyndon Baines Johnson). Inauguration Day was changed from March 4 during FDR's term. The other four were first inaugurated after their predecessors died in office, and then on the standard day after winning their own terms.

Name Game

1. James Madison, Monroe, Polk, Buchanan, Garfield, and Carter.
2. John (Adams, Quincy Adams, Tyler, Kennedy) and William (Henry Harrison, McKinley, Taft, Clinton).
3. Andrew (Jackson, Johnson), Franklin (Pierce, Roosevelt), and George (Washington, Bush).
4. The Johnsons, who combined to win only one election (in 1964). Coincidentally, they are the only pair of the four who were unrelated. The Adamses won two elections (1796 and 1824), as did the Harrisons (1840 and 1888). The Roosevelts combined to win five elections (1904, 1932, 1936, 1940, and 1944).
5. N, which finishes 16 presidential surnames (Washington, Jefferson, Madison, Jackson, Van Buren, Harrison twice, Buchanan, Lincoln, Johnson twice, Wilson, Truman, Nixon, Reagan, and Clinton).
6. Ronald Wilson Reagan and William Jefferson Clinton.

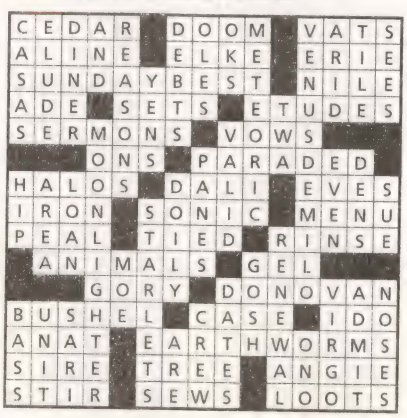
Test of Time

1–q	(December 17, 1903)
2–p	(December 10, 1936)
3–m	(July 20, 1969)
4–f	(April 6–15, 1896)
5–h	(July 4, 1876)
6–g	(July 4, 1976)
7–c	(May 24, 1883)
8–e	(October 28, 1886)
9–n	(January 24, 1848)
10–l	(February 15, 1898)
11–j	(July 1, 1867)
12–d	(1979)
13–i, r, o	(1834, 1910, 1986)
14–a	(November 17, 1800)
15–k	(February 12, 1809)
16–t	(May 29, 1917)
17–b	(July 4, 1826)
18–s	(June 20, 1837)

28 ABRIDGED TOO FAR

1. *Alice in Wonderland* (Lewis Carroll)
2. *Gulliver's Travels and Other Writings* (Jonathan Swift)
3. *Cat's Cradle* (Kurt Vonnegut, Jr.)
4. *A Tale of Two Cities* (Charles Dickens)
5. *The Three Musketeers* (Alexander Dumas)
6. *Charlie and the Chocolate Factory* (Roald Dahl)
7. *The Scarlet Letter* (Nathaniel Hawthorne)
8. *Robinson Crusoe* (Daniel Defoe)
9. *Murder on the Orient Express* (Agatha Christie)
10. *The Secret Garden* (Frances Hodgson Burnett)
11. *Twenty Thousand Leagues Under the Sea* (Jules Verne)
12. *The Adventures of Tom Sawyer* (Mark Twain)
13. *The Guinness Book of Records*
14. *Moby Dick* (Herman Melville)
15. *The Iliad* (Homer)
16. *The Bonfire of the Vanities* (Tom Wolfe)
17. *Uncle Tom's Cabin* (Harriet Beecher Stowe)
18. *The Joy Luck Club* (Amy Tan)

23 COSMIC CLUSTERS

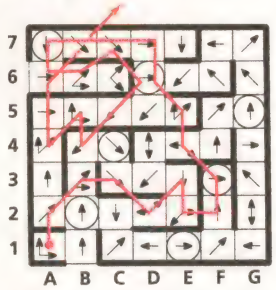


27 CHOICE WORDS

ANSWERS

43 BEGUILERS

An Arrowing Experience



Using the grid coordinates shown, the path out of the maze is as follows (with rule change locations underlined): A1, A2, B3, C3, D2, E3, E2, F2, F3, E4, E5, D6, D7, C7, B7, A7, A6, B6, C7, D6, C5, B4, B5, A4, A5, A6, B7, and then exit by moving diagonally up and to the right.

Points of View

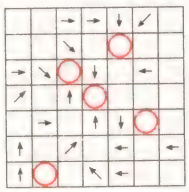
There are 10 red, 10 blue, and 9 yellow arrows, for a total of 29. The separated colors look like this:

red yellow blue

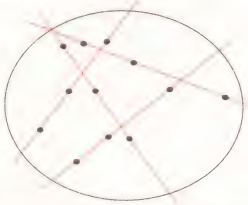
Target Practice

The series consists of two rotating arrows, which start in the same position in the first figure. One of the arrows moves three-eighths of a turn clockwise every step, while the other turns counterclockwise at an accelerating rate: one-eighth of a turn at the first step, then one quarter (two eighths) of a turn, then three-eighths, etc.

Medieval Standoff



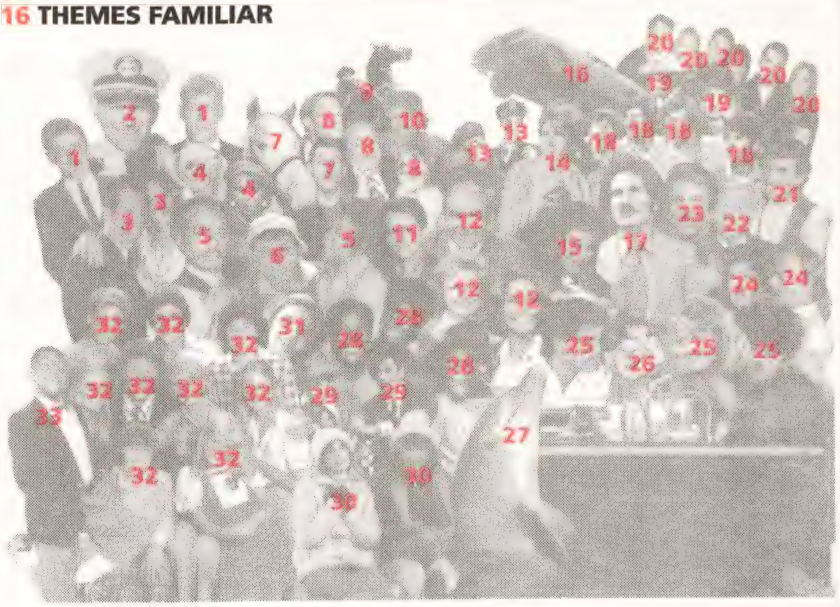
Cupid's Arrows



34 WORD DIVISION

	0	1	2	3	4	5	6	7	8	9
1.	G	U	L	F	S	T	R	E	A	M
2.	B	L	U	E	M	O	N	D	A	Y
3.	I	N	Y	O	U	R	F	A	C	E
4.	W	A	T	E	R	N	Y	M	P	H
5.	A	R	M	S	L	E	N	G	T	H
6.	S	E	L	F	P	A	R	O	D	Y

16 THEMES FAMILIAR



1. *The Addams Family*—"their house is a museum"
2. *The Love Boat*—"set a course for adventure"
3. *Moonlighting*—"some walk by night"
4. *Three's Company*—"there's a wonderful space that needs your face"
5. *The Jeffersons*—"we finally got a piece of the pie"
6. *Gilligan's Island*—"the mate was a mighty sailing man"
7. *Mr. Ed*—"he's always on a steady course"
8. *Frasier*—"tossed salad and scrambled eggs"
9. *Zorro*—"out of the night, when the full moon is bright"
10. *Fresh Prince of Bel Air*—"I got in one little fight and my mom got scared"
11. *Family Ties*—"what would we do, baby, without us?"
12. *The Mary Tyler Moore Show*—"with each glance and every little movement you show it"
13. *Car 54, Where Are You?*—"there's a traffic jam in Harlem that's backed up to Jackson Heights"
14. *Daniel Boone*—"he fought for America to keep all Americans free"
15. *The Nanny*—"she had style, she had flair ... she was *there*"
16. *The Dukes of Hazzard*—"just some good ol' boys"
17. *Welcome Back, Kotter*—"your dreams were your ticket out"
18. *The Monkees*—"we're the young generation, and we've got something to say"
19. *F Troop*—"where Indian fights are colorful sights, and nobody takes a lickin'"
20. *Friends*—"it's like you're always stuck in second gear"
21. *One Day at a Time*—"hold on tight, we'll muddle through"
22. *Green Acres*—"I just adore a penthouse view"
23. *Happy Days*—"goodbye gray skies, hello blue"
24. *All in the Family*—"gee, our old LaSalle ran great"
25. *Cheers*—"wouldn't you like to get away?"
26. *The Flintstones*—"they're a page right out of history"
27. *Flipper*—"lives in a world full of wonder"
28. *Good Times*—"easy credit ripoffs"
29. *Maverick*—"smooth as the handle on a gun"
30. *Laverne & Shirley*—"never heard the word 'impossible'"
31. *The Patty Duke Show*—"one pair of matching bookends, different as night and day"
32. *The Brady Bunch*—"the youngest one in curls"
33. *Family Matters*—"it's a rare tradition in this day and age"

37 PEARL NECKLACE

22 HIS 'N' HERS

ANSWERS

35 CRYPTIC CROSSWORD 1

ACROSS

1 Chatter (R + cat the)
5 Nemesis (nim sees)
9 Annotated (an + no + T + date)
10 Skate (two meanings)
11 Residents (presidents – p)
12 Cited (sighted)
13 Notable (no. + table)
16 Saltier (realist)
17 Granada (ran + ad + GA)
19 Cosigns (cosines)
21 Olden (Golden – G)
22 Parachute (heat up car)
25 Shore (two meanings)
26 Initiated (dietitian)
27 Desists (side + sts.)
28 Ragweed (raged + we)

DOWN

1 Chagrin (a grinch)
2 Aunts (ants)
3 Toted (to Ted)
4 Retinue (unite + ER)
5 Nudists (Sid + nuts)
6 Musicales (Al's miscue)
7 Startling (Sling + tart)
8 Spender (pen + reds)
14 Teardrops (predators)
15 Brainless (bless + rain)
17 Groused (g + roused)
18 Applies (I + Apples)
19 Carrier (*Carrie* + r)
20 Sledded (miSLED DEDicated)
23 Cling (terrifiC LINGuini)
24 Untie (until – L + E)

35 CRYPTIC CROSSWORD 2

ACROSS

9 Hard candy (card handy)
10 Lingo (kLINGOn)
11 Salsa (univerSAL SAuce)
12 Pull apart (trap + up + all)
13 Reverie (rev + Erie)
14 Dwindle (end wild)
15 Lincoln Memorial (criminal one moll)
19 Vatican (vat I can)
22 Hair net (the rain)
25 Warmonger (warm + on + Ger.)
26 Astro (sorta)
27 Laine (alien)
28 Tribesman (arm is bent)

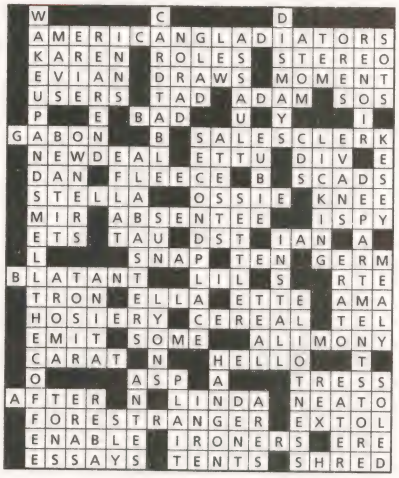
DOWN

1 Chaser (Cher + as)
2 Ira Levin (airline + V)
3 Eclair (Alice + R)
4 Snap bean (Sean + b + pan)
5 Eyelid (dye + Eli)
6 Al Pacino (alp + a + C + in + 0)
7 Inward (war + Ind.)
8 Soft sell (felt loss)
15 Live well (Liv + Ewell)
16 Once-over (uniON CEO VERified)
17 Ed Harris (rider has)
18 In no time (intone I'm)
20 Tarpit (tip + rat)
21 Nights (knights)
23 Images (I'm + ages)
24 Thorny (Ty + horn)

FAKE AD

The Fake Advertisement announced in the Table of Contents is for Tic Tac Ten and appears on page 63. *By R. Wayne Schmittberger.*

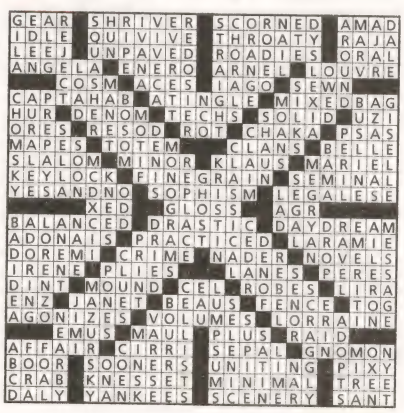
26 PENCIL POINTERS



22 HIS 'N' HERS WORD LIST

Abelard & Heloise
Anna & The King of Siam
Astaire & Rogers
Beauty & The Beast
Blondie & Dagwood
Bogart & Bacall
Bonnie & Clyde
Cher & Sonny
Cinderella & Prince Charming
Clark Kent & Lois Lane
Demi Moore & Bruce Willis
Desi Arnaz & Lucille Ball
Dick & Jane
Dwight & Mamie
Ferdinand & Isabella
Fibber & Molly
Franklin & Eleanor
Galatea & Pygmalion
Gracie & George
Hagar & Helga
Hansel & Gretel
Hillary & Bill
Homer & Marge
Jack & Jill
Joanie & Chachi
Juliet & Romeo
Kidman & Cruise
Lady Bird & Lyndon
Mickey & Minnie
Mindy & Mork
Miss Piggy & Kermit the Frog
Morticia & Gomez
Odysseus & Penelope
Ophelia & Hamlet
Perdita & Pongo
Popeye & Olive Oyl
Porgy & Bess
Princess Leia & Han Solo
Punch & Judy
Pyramus & Thisbe
Regis & Kathie Lee
Rosalynn & Jimmy
Samson & Delilah
Sarandon & Robbins
Scarlett & Rhett
Steve Lawrence & Eydie Gorme
Stiller & Meara
The Captain & Tennille
Torvill & Dean
Yoko Ono & John Lennon

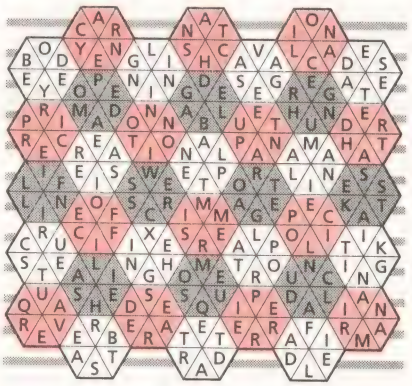
37 LINK-LETTER ART



30 DSZQUPHSBNT!

1. CRYPTOON. At first I meant to build only one, but I didn't want to get sued for sexual discrimination.
2. UNCOMPLIMENTARY WORDS. The trouble with most of us is that we would rather be ruined by praise than saved by criticism.—Norman Vincent Peale
3. TIME MACHINE. When Big Ben's gears malfunctioned and started making loud noises each second, it was the tock of the town.
4. PYRAMID SCHEME. Ancient Egyptian techniques for mummification did not preserve the pharaohs; the hot, dry climate did it all.
5. COLLAR-COORDINATED. Two brothers from Bangkok take girlfriends to prom. Their dates' gowns match Thai beaus' bow ties.
6. DOWN ON THE FARM. Bumpkin plans blimp skydive. Embarking, yokel jumps joyfully, navigates into haystack, avoiding pitchfork.
7. POLYGLOT'LL STOP. Sixth-grade Greek-Latin tutor shows links twixt other lands' lingo; calls after class, "Danke schön. Hasta luego!"

29 ROWS GARDEN



44 NAME-DROPPING

1. Nick Nolte, Anne Archer, Pete Rose, Patrick Ewing, Muhammad Ali.
   The comas end bison = Thomas Edison

2. Robert Redford, Herbert Hoover, Tyne Daly, Demi Moore, Jay Leno.
   Jut liars lobe rots = Julia Roberts

3. Ginger Rogers, Ira Gershwin, Santa Claus, Mel Brooks, Ryan O'Neal.
   Trump and capon tea = Truman Capote

4. Vincent Price, Hillary Clinton, Nicolas Cage, Burt Reynolds, Lloyd Bridges.
   Mice hate lake baton = Michael Keaton

5. Natalie Wood, Ingrid Bergman, Gene Siskel, Indira Gandhi, Tom Cruise.
   Girl dark and near = Gilda Radner

6. Lech Walesa, Burl Ives, Susan Dey, Beau Brummell, Telly Savalas, Donald Duck.
   Rum ate hour mean = Uma Thurman

7. Aretha Franklin, Keanu Reeves, Mark Twain, Golda Meir, Dolly Parton, Debra Winger.
   Cads eyes ate angel = Casey Stengel

8. Nathan Hale, Sigmund Freud, Dan Quayle, John Denver, Martha Graham, Bette Midler.
   Boar brass tore island = Barbra Streisand

ANSWERS

23 ANANYMS

1. Rated the trade
2. Cheap peach
3. Horse on the shore
4. Devil lived
5. Cruel lucre
6. Cellar recall
7. Waste sweat
8. Letters under the trestle
9. Dearth of thread
10. Subtle bustle
11. Bear's saber
12. Freight fighter
13. Stale tales
14. Sharing the garnish
15. Extra taxer
16. Hops at the posh shop
17. Verne never had nerve
18. Spot opts to stop the post

27 TITLEHOLDERS

1. *Annie Hall*
2. *Rain Man*
3. *Star Wars*
4. *True Lies*
5. *Tin Cup*
6. *King Lear*
7. *Die Hard*
8. *Cop Land*
9. *Uncle Buck*
10. *Drop Zone*
11. *Rob Roy*
12. *Oh, God!*
13. *Mad City*
14. *Home Alone*
15. *Mona Lisa*
16. *Top Gun*
17. *Das Boot*
18. *Soul Man*
19. *El Cid*
20. *Skin Game*
21. *Ben-Hur*
22. *Bus Stop*
23. *Can-Can*
24. *She-Devil*

36 DOUBLE CROSS

A. RETROVIRUS
B. OUT OF AFRICA
C. BETTE DAVIS
D. BABETTE'S FEAST
E. INHERITS
F. NOT TRUE
G. SHIITE
H. JAN ULLRICH
I. IN THE MONEY
J. "THE RED SHOES"
K. THESE THREE
L. EDGAR LEE
M. ROSTOV-ON-DON
N. BUDDY HOLLY
O. UNEASY
P. GUMSHOE
Q. PETTY
R. EMITTING
S. ROSSETTI
T. FONDUE
U. UNFETTER
V. MIFFS
W. ETHOS

The beet is the most intense of vegetables. The radish, admittedly, is more feverish, but (it's)...the fire...of discontent, not of passion. Tomatoes are lusty enough, yet there runs through (them just) an undercurrent of frivolity. Beets are deadly serious. (Tom) Robbins, *Jitterbug Perfume*

46 ALBUM CUTS

1. Steely Dan, *âja*
2. Nirvana, *Nevermind*
3. Bruce Springsteen, *Born To Run*
4. The Beatles, *Revolver*
5. Fleetwood Mac, *Rumours*
6. The Rolling Stones, *Some Girls*
7. Billy Joel, *The Stranger*
8. Pink Floyd, *Wish You Were Here*
9. Eric Clapton, *Slowhand*
10. Devo, *Freedom of Choice*
11. Elvis Presley, *50,000,000 Elvis Fans Can't Be Wrong*
12. Jethro Tull, *Aqualung*
13. 10,000 Maniacs, *In My Tribe*
14. Jane's Addiction, *Nothing's Shocking*
15. Asia, *Asia*
16. The Who, *The Who By Numbers*
17. Electric Light Orchestra, *Out of the Blue*
18. The Eagles, *Hotel California*
19. Big Brother & The Holding Company, *Cheap Thrills*
20. The Velvet Underground, *The Velvet Underground and Nico*
21. Peter Gabriel, *Peter Gabriel (III)*
22. Duran Duran, *Rio*
23. The Cars, *Candy-O*
24. Elvis Costello, *My Aim Is True*

WILD CARDS

60 MADISON AVENEW

The correctly spelled products are: EASY-OFF, EQUAL, GOLDEN CRISP, HONEY-COMB, Kraft LIGHT, MISTER PLUMBER, MOP & SHINE, and Nestlé CRUNCH. The others are spelled as follows: Campbells' HOME COOKIN', CAP'N CRUNCH, CONTAC, CRACKLIN' OAT BRAN, Dr. Scholl's AIR-PILLO, DUNKIN DONUTS, Elmer's STIX-ALL, FROOT LOOPS, GLEEM, HANDI-WRAP, Hartz Mountain BIZZY BALLS, HI-C, KEN-L RATION, Lipton CUP-A-SOUP, Log Cabin LITE, McCormick BAC'N BITS, MOP & GLO, MISTIC ICED TEA, Planters CHEEZE CURLS, PLAY-DOH, Purina HI PRO, SOFT & DRI, STAR-KIST, SWEET N' LOW, ULTRA-BRITE, WISK, WHISKAS, WITE-OUT, ZIPLOC

60 HOW MANY CANDLES?

She is 21 years old, having been born in 1977.

60 TWENTY-ONE GONE SALUTE

All are male and female comic strip leads.

1. Archie & Veronica
2. Clark Kent & Lois Lane
3. Dagwood & Blondie
4. Dick Tracy & Tess
5. Donald & Daisy Trueheart
6. Hagar & Helga
7. Hi & Lois
8. Mickey & Minnie

60 SIGN LANGUAGE

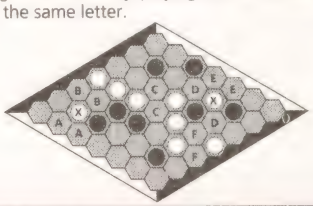
1. Out Of Order
2. Wet Paint
3. Keep Off The Grass
4. Quiet Please
5. Beware Of Dog
6. Help Wanted
7. Apartment For Rent
8. Just Married
9. Out To Lunch
10. Gone Fishing
11. Men Working
12. Post No Bills
13. Take A Number
14. Exit Only
15. Private Property
16. No Smoking
17. Standing Room Only
18. Lifeguard On Duty

60 HORSE PLAY

Scruffy finished first, Nachee second, Ataway third, and Fjord fourth. (To lose a bet of the form "If Statement A, then Statement B," it's necessary for both A to be true and B to be false.)

60 DOUBLE TROUBLE

White must play at the two cells marked X. After that, whenever Black plays on any of the spaces labeled A through F, White can guarantee a winning connection by playing on the other cell having the same letter.



61 CANINE CONFUSION

1–t (Wirehaired fox terrier)
2–n (Great Dane)
3–p (Malamute)
4–i (Cockapoo)
5–c (Bearded collie)
6–e (Bulldog)
7–a (Basset hound)
8–d (Bloodhound)
9–s (Saint Bernard)
10–o (Jack Russell terrier)
11–q (Mixed breed)
12–r (Poodle)
13–j (Cocker spaniel)
14–k (Collie mix)
15–h (Chihuahua)
16–l (German shepherd)
17–m (Golden retriever)
18–b (Beagle)
19–f (Bull terrier)
20–g (Cairn terrier)

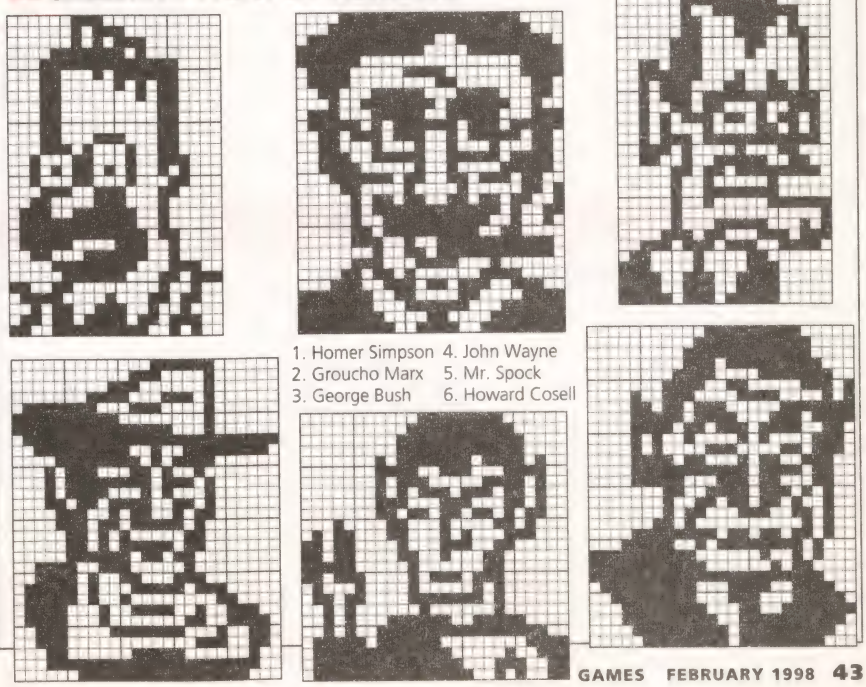
61 YEAR OF REVERSALS?

The only three-digit number that works is 891: 1998 × 891 = 198 × 8991.

61 ALL IN ONE

The word is SINGLETON (SING and LET ON).

32 CELEBRITY PAINT BY NUMBERS



1. Homer Simpson
2. Groucho Marx
3. George Bush
4. John Wayne
5. Mr. Spock
6. Howard Cosell

NAME-DROPPING ★☆

BY STEPHEN SNIDERMAN

To solve the puzzles below, you're going to have to do a bit of erasing and respacing. Drop a letter from each word in a set, then respace the remaining letters so that they spell the name of a famous person, real or fictional. For example, the word chain tWINS, TONiC, HURt, and CHILLy yields WINSTON CHURCHILL after you drop a letter from each word. As you remove the letters, place them in the correspondingly numbered blanks at the bottom of that set. These, in turn, will spell another series of words that can similarly be turned into a familiar name.

ANSWERS, PAGE 42

PUZZLE 1

9 12 7
NICE KNOB LATE

13 14 3
IAN NEARS CHEER

8 2 16
PEST HER NOSE

10 11 5
PAN TRICKED OWING

4 15 6 1
MUCH AMMO ADAM LIT

_ _ _ _ _ _ _ _ _ _ _
1 2 3 4 5 6 7 8 9 10 11

_ _ _ _ _
12 13 14 15 16

PUZZLE 2

11 5 1
ROBBER TIRED FJORD

8 6 13 3
HERBS EARTH OR OVERT

14 12 4
TOY NEED ALLY

10 9 16
DEMO LIMO SORE

7 2 15
JAR YULE NOT

_ _ _ _ _ _ _ _ _ _ _ _
1 2 3 4 5 6 7 8 9 10 11 12

_ _ _ _
13 14 15 16

PUZZLE 3

12 2 4
GOING ERROR GERMS

7 13 3 15
IN RANGE RUSH WINE

11 14 8
SPAN TACT LAUDS

6 1 10
MELBA ROT OAKS

16 9 5
RAY CANON PEAL

_ _ _ _ _ _ _ _ _ _ _ _ _
1 2 3 4 5 6 7 8 9 10 11 12 13

_ _ _
14 15 16

PUZZLE 4

12 16 17
EVINCE NOT PRINCE

3 1 11
CHILL ARMY CLINK TORN

4 13 7 10
NICE BOLA SCAT AGE

9 2 8 5
BLUR TIRE YEN HOLDS

6 14 15
ALLOY DAB RIND GETS

_ _ _ _ _ _ _ _ _ _ _ _ _
1 2 3 4 5 6 7 8 9 10 11 12

_ _ _ _ _
13 14 15 16 17

PUZZLE 5

1 10 13
GNAT ALIEN WOOED

8 6 11 14
KING RAID BED RAGMAN

15 7 2
GENRES RISK ELI

12 4 5
FIND IRAN GLAND HID

9 3
ATOM ECRU RISE

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

PUZZLE 6

7 6
LEECH WHALE SEA

14 8
BURN OLIVES

5 12
SUM STAND EYE

1 10
BEAR RUB DRUM SMELL

13 4 3
TEAL LAYS LAVA LAMS

2 9 11
DUO NAIL DUD MUCK

_ _ _ _ _ _ _ _ _ _ _ _ _ _
1 2 3 4 5 6 7 8 9 10 11 12 13 14

PUZZLE 7

1 16 14
CARET HALF RANKLING

6 13
KEY MANURE EVENS

11 8
MARKET SWAIN

9 4 7
GOAL DAMES IRE

2 5 15
DOLE LAY PEAR TONE

10 3 12
DEBT DRAWING EAR

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

PUZZLE 8

5 10 14
NAB THAT INHALE

18 11 7 1
SIGN MOUND FARE BUD

12 19 3
DARN QUAD YALE

8 2 13
JOSH NODE NEVER

9 17 15 4
SMART HAGAR ASH RAM

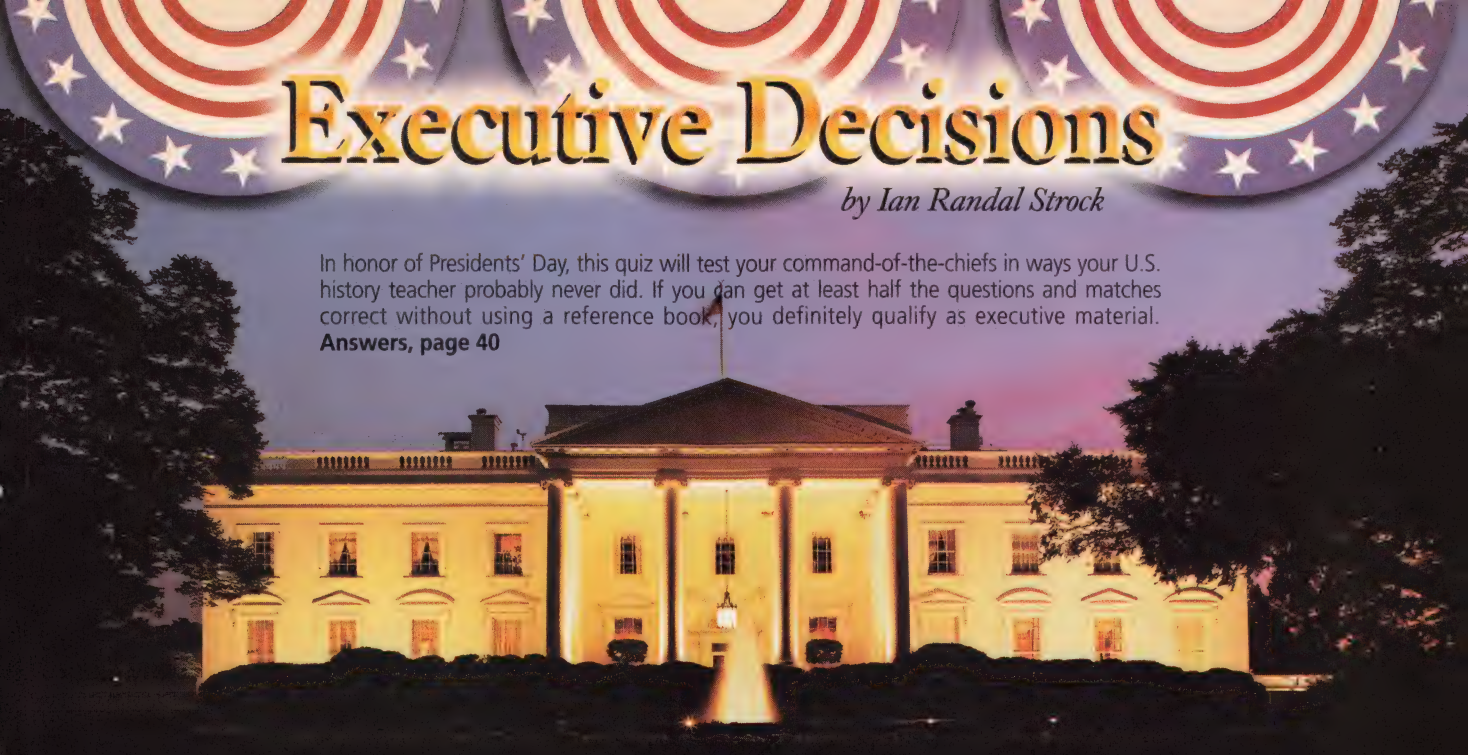
6 16
BETTER MILD LEER

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

Executive Decisions

by Ian Randal Strock

In honor of Presidents' Day, this quiz will test your command-of-the-chiefs in ways your U.S. history teacher probably never did. If you can get at least half the questions and matches correct without using a reference book, you definitely qualify as executive material.
Answers, page 40



Election Recall

1. Which two presidents were elected in non-leap years?
2. Which five presidents were never elected president?
3. What is the greatest number of presidents to hold office during any one calendar year, and in which two years did this happen?
4. What is the greatest number of presidents to hold office during any one decade, and in which two decades did this happen?
5. What was the longest stretch of time during which no president was elected to more than one term?
6. What was the longest stretch of time during which every president was elected to more than one term?
7. Which two presidents served in Congress after serving as president?
8. Which four presidents ran for president after leaving office?
9. Inauguration day is now January 20. Of those presidents who served more than one term, how many were inaugurated on two different dates?

Name Game

1. Which six presidents share the same first name?
2. What two first names are each shared by four presidents?
3. What three first names are each shared by two presidents?
4. Of the four presidential duos sharing last names, which duo won the fewest number of elections?
5. What letter comes last in the most presidential last names?
6. Which two presidents' middle names are the same as other presidents' last names?

Test of Time

Match each of the 20 presidents listed below (counting Grover Cleveland twice because of his nonconsecutive terms) to the event that took place while he was in office. Every event and president listed will be used once, except that one event is the match for three different presidents.

Events

1. The Wright Brothers make their first flight.
2. England's King Edward VIII abdicates.
3. Apollo 11 lands on the moon.
4. The first modern Olympics is held.
5. The USA celebrates its centennial.
6. The USA celebrates its bicentennial.
7. The Brooklyn Bridge opens.
8. The Statue of Liberty is dedicated.
9. Gold is discovered at Sutter's Mill, California.
10. The *U.S.S. Maine* sinks in Havana harbor.
11. Canada becomes an independent country.
12. Pluto replaces Neptune as the eighth planet from the Sun.
13. Halley's Comet becomes visible from Earth.
14. The White House becomes the president's home.
15. President Lincoln is born.
16. President Kennedy is born.
17. Thomas Jefferson and John Quincy Adams die on the same day.
18. Victoria becomes Queen of England.

Presidents

a. John Adams
b. John Quincy Adams
c. Chester Alan Arthur
d. James Earl Carter
e. Grover Cleveland (first term)
f. Grover Cleveland (second term)
g. Gerald Rudolph Ford
h. Ulysses Simpson Grant
i. Andrew Jackson
j. Andrew Johnson
k. James Madison
l. William McKinley
m. Richard Milhous Nixon
n. James Knox Polk
o. Ronald Wilson Reagan
p. Franklin Delano Roosevelt
q. Theodore Roosevelt
r. William Howard Taft
s. Martin Van Buren
t. Woodrow Wilson

ILLUSTRATION BY DONEL CAREY
PHOTO: PHOTODISC

Album Cuts

by Dave Hamill

★☆

Lots of musical performers cut records, but we prefer to cut record *albums*. Here are the vinyl results: portions of the covers from 24 classic LPs of the rock 'n' roll era. See if you can identify both the recording artists and the album titles, for a possible grand total of 48 points. If you score more than 36, you're a true music-business visionary. **ANSWERS, PAGE 43**

BEGUILERS

★☆

BY FRANCIS HEANEY

Here are five

AN ARROWING EXPERIENCE

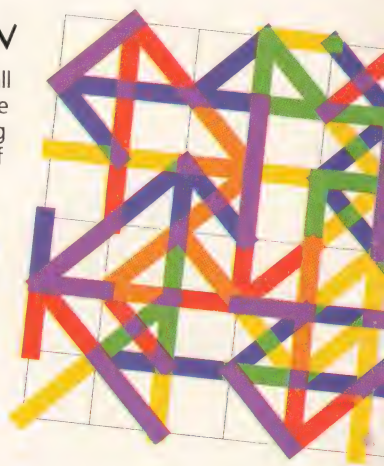
This maze of tiles, hedges, and arrows is unusual because it has three different rules of movement, only one of which is in effect at a given time:

1. Move one tile in a direction shown by the arrow or arrows pictured on the tile you're on. (When using this rule, disregard the hedges.)
2. Move one tile in a direction shown by the arrow or arrows on any adjacent tile pointed to by the arrow or arrows pictured on the tile you're on. (When using this rule, disregard the hedges.)
3. Move as in a normal maze, in any direction, except when blocked by a hedge.

Start in the lower left corner and move by the first rule. Continue to move using the first rule until you land on a circular tile, at which point you must start using Rule 2. When you again encounter a circular tile, start moving according to Rule 3. Continue to change rules (3 to 1, 1 to 2, 2 to 3) each time you pass over a circular tile. The object is to escape from the maze. (Finding the tile from which escape is possible is part of the puzzle.)

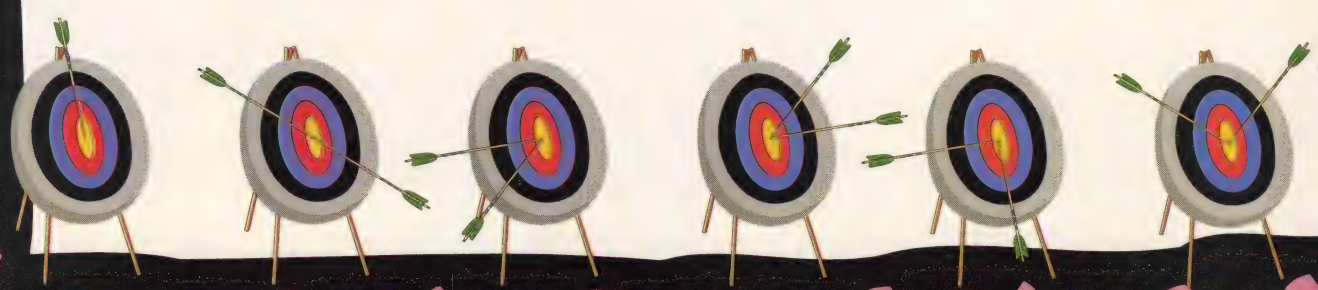
POINTS OF VIEW

The pattern at right contains a number of arrows, each of which is either all red, all yellow, or all blue. The arrows are transparent, however; when parts of more than one arrow fill the same space, they appear as different colors (red and yellow overlapping make orange, for example). Where all three colors overlap, only a combination of two of them is visible. Arrows come in two slightly different shapes, depending on whether their shafts run parallel or diagonal to the grid lines (see example at right). How many arrows of each color can you find?

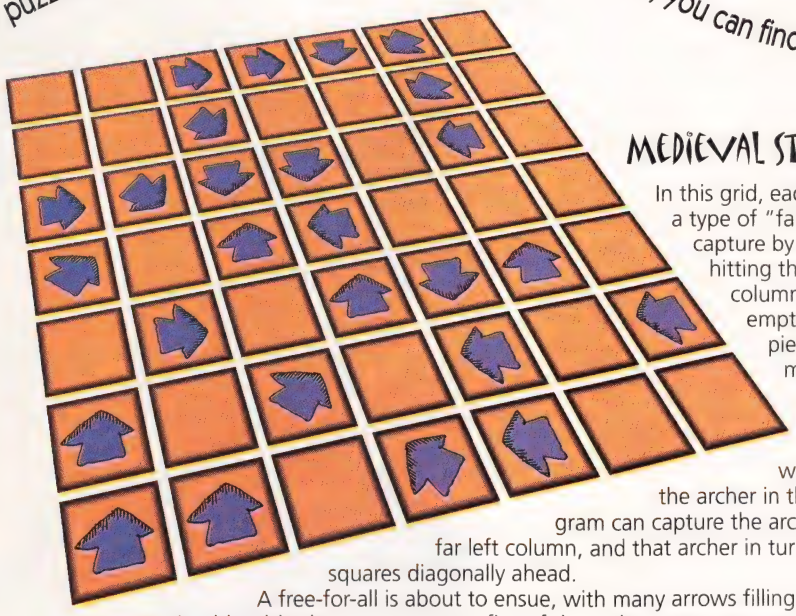


TARGET PRACTICE

The first seven targets below show arrows in a particular sequence. How should the arrows be arranged on the last two (empty) targets to continue the sequence logically?



sharp new puzzles from our Think-and-Blink department. If you get stuck, you can find the answers on page 41.



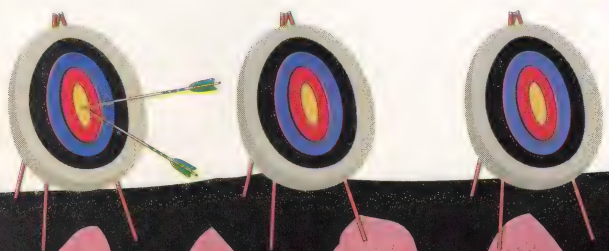
MEDIEVAL STANDOFF

In this grid, each arrow represents an archer, a type of "fairy chess" piece that makes a capture by shooting over one piece and hitting the next piece in the same row, column, or diagonal. The number of empty spaces before and after the piece being shot over doesn't matter. In this puzzle (unlike in fairy chess problems), the archer must be pointing in the direction in which he wishes to capture. For example, the archer in the lower left corner of the diagram can capture the archer that's in the middle of the far left column, and that archer in turn is aiming at someone two squares diagonally ahead.

A free-for-all is about to ensue, with many arrows filling the air. In the hope of preventing bloodshed, can you remove five of the archers to create a position in which every archer is simultaneously threatening capture and being threatened with capture? If all of them can be made to quiver in fear, perhaps a cease-fire can be negotiated.

CUPID'S ARROWS

It's almost midnight on Valentine's Day, and Cupid has just 12 more people (represented by the 12 hearts below) to hit with his magic arrows before calling it a day. Unfortunately, due to a paperwork error in the procurement department, Cupid only has four arrows left. Can you figure out a way that Cupid—assuming he's a real straight shooter—can pierce all 12 hearts with only four arrows?



ILLUSTRATIONS BY DAREN LYCO

suit up!

TWO ORIGINAL CARD GAMES FOR 3 OR 4 PLAYERS

BY ALAN MOON

These two intriguing new card games take only a few minutes to learn and from 15 to 30 minutes to play.

❖ STRINGS ❖

Equipment
One standard deck of playing cards.

Setup
Give each player one complete suit (13 cards) from the deck.

Play
Choose a player to go first. Each player takes one turn at a time. During a turn, a player must either start a new String or extend an existing String.

If there are four players, there can be a maximum of nine Strings. If there are three players, there can be a maximum of seven Strings.

Strings
To start the first String of the game, the player going first places any one of his or her cards with a rank of 2 through 9 face up on the table. To start each subsequent String, a player places any one of his or her cards (which must also have a rank of 2 through 9) faceup on the table below the last existing String. In this manner, Strings are laid out in rows on the table, one underneath the other.

To extend a String, a player must place a card before (to the left of) or after (to the right of) the existing card or cards that form the String. For example, if the first card placed in a String is a 5, the next card to be placed in this String must be a 4 or 6. (The 4 would be placed to the left of the 5, the 6 to the right of the 5.) Or if a String consists of a 6, 7, and 8, the next card placed in this String must be a 5 or 9. (The 5 would be placed to the left of the 6, the 9 to the right of the 8.)

Aces (which are considered 1s) and 10s cannot be used to start Strings. An ace can only be used to extend a String by being placed to the left of a 2, and a 10 can only be used to extend a String by being placed to the right of a 9. Jacks, queens, and kings are wild. They can be placed as any number from ace through 10, but may not be used to start Strings.

A player must play a card each turn. If unable to play a card (remember that there are limits on how many Strings there are), the player must discard one instead.

In a four-player game, the player with clubs has chosen to begin a new String with the 6, since he's far ahead in the first String and hopelessly behind in the second.

Scoring
The game ends when all players have placed or discarded all their cards.

Now players figure out who has won each String. Each player counts the total value of all his or her cards in each String. Card values are as follows: Cards 2-10 count their face value; each ace has a value of 11; jacks, queens, and kings each have a value of 5. For each String, the player with the highest total wins and takes all the cards in that String. If two or more players are tied for the highest total, the cards are equally divided among them (any cards that cannot be divided equally are discarded).

After every String has been awarded to the appropriate player(s), whoever has the most cards is the winner. If two or more players are tied for most cards, the winner is the player with the highest total value of all his or her cards (aces each being worth 11 and face cards being worth 5 each).

The following optional rule changes the game significantly:

Each card in a String has a value of 1. The player with the most cards in each String wins this String at the end of the game. Use Rule 2 from the preceding list of optional rules for this variant.

Bidwise

Equipment

For 3 players, one standard deck of playing cards; for 4 players, two standard decks.

Setup

From one deck, give each player one complete suit of cards. This is a player's Money Deck.

Next, create a deck of Property Cards as follows. If playing with four players, take one complete suit from a second deck. If playing with three players, take the remaining suit from the first deck. In either case, remove the J, Q, and K from the suit. The remaining 10 cards in this deck are the Property Cards.

Finally, players shuffle their Money Decks and place them on the table in front of them. The 10 Property Cards are laid out faceup on the table in a row; from left to right, they should run: A (which counts as a 1), 2, 3, 4, 5, 6, 7, 8, 9, 10.

Play

Choose a player to go first. Each player takes one turn at a time. In turn a player must turn the top card of his or her Money Deck faceup. He or she must then place this Money Card beneath one of the Property Cards.

When a player places a Money Card below a Property Card, it means he or she is bidding this much money for that Property Card. An ace counts as a 1. If a player subsequently places additional cards below the same Property Card, it means he or she is offering an additional amount of money for that Property Card (i.e., the bid is increased to an amount equal to the total of all the player's Money Cards under that Property Card).

On turning up a face card (J, Q, or K), a player may either:

(i) place it like any other card, in which case it counts as a 5; or

(ii) use it to remove any one opposing Money Card that is under any Property Card (both the face card and the opponent's card are then discarded).

Winning the Game

When all players have played all their Money Cards, the game is over. Each Property Card is given to the player who has offered the most money for it. If two or more players are tied for the most money offered, no player receives this Property Card.

Players add up the total face value of their Property Cards. The player with the highest total is the winner.

Variant

For variety, try making the offering prices for the Property Cards more rigid, as follows:

Each Money Card can only be placed under a Property Card of the same value or of a value one more or one less. For example, an ace can only be placed under the A or 2 Property Cards; a 5 can only be placed under the 4, 5, or 6 Property Cards. (As usual, jacks, queens, and kings can be placed under any Property Card, either counting as 5 or being used to remove any one opposing Money Card.)

Variants

These three optional rules change the game slightly. Each variant may be used by itself or in combination with the others.

1. A player may not place two consecutive cards in a String; that is, a player may never place a card next to another one of his or her cards.

2. Jacks, queens, or kings can be placed to the left of aces and/or to the right of 10s in Strings. Any number of jacks, queens, and kings can be used in the same String in this manner, and in any order. Example: A String could consist of 8, 9, 10, K, J, K, Q.

3. A player may choose to pass by discarding a card even when able to make a legal play.

In a three-player game, the ♦6 has just been added to the diamond player's original bid of 3 for the ♠7. If the player with clubs now turns over a face card, should it be used to remove the ♥7 or simply to add five points to the ♣6 (making it harder for the diamond player to compete there)? Or maybe it's better to remove the ♥10, or just to bid on another card entirely. It's hard to say—which is what makes the game so interesting.

ILLUSTRATION BY SUSAN FARINGTON

STRATEGY BOARD GAME

LIONHEART

PARKER BROTHERS, (508) 921-3500
PLAYERS 2 **PLAYING TIME** 1-2 HOURS

This new strategy game, which recreates the medieval tactics of siege and defense, is at once simple and intriguing.

The pieces—archers, knights, infantry, and the all-important king—form "units" that stand on square plastic bases arrayed on a grid. A base holds four archers or four infantry, two knights, or the solitary king. You perform two actions per turn—move, attack, or turn—with either one unit or two different units. Infantry and archers move one space in the direction they're facing; knights advance as far as desired along a straight, unobstructed path. Except for the archers, a unit attacks an adjacent enemy that it is facing. Archers can shoot the full length of a straight line, over the heads of any intervening units.

There are four dice with three symbols: a cluster of arrows, a broadax, and the word PANIC. Infantry, knights, and the king achieve a hit when an ax die shows, archers when an arrow shows. A PANIC roll (when all four dice show that word) forces a unit to retreat, along with any other units lined up behind it. To attack, you roll one die for each infantry piece on the base you've chosen to attack with, two for each knight or the king. One enemy piece is removed for each hit, but the knights require two hits. Attrition plays a crucial role: As a unit's strength dwindles, so does the number of dice it can use.

The advanced game includes some nice nuances. You can add additional pieces such as peasants (fierce fighters but prone to panic), mercenaries (powerful but easily bribed), and heavy infantry (capable of multisided attacks).

After playing Lionheart for the first time, I was intrigued by the strategic possibilities and immediately wanted to play again. The game is easily learned, but it has a lot of tricks up its medieval sleeve. ■ —Matthew Costello

ARCADE COMPUTER GAME

CLAW

MONOLITH PRODUCTIONS, (800) 381-3581; WIN95, $34.95

I usually prefer dogs to cats, but a side-scrolling platform game called Claw has recently won me over to the feline camp. The folks at Monolith designed Claw because they love platform games and felt there were no good ones native to the PC. Their new game combines pirates, treasures, and cats in 14 levels of gorgeous graphics with unique music for each setting.

Captured and imprisoned by Captain LeRauxe of the Cocker Spaniard Armada, Captain Claw finds evidence that leads him on a quest for the lost gems of the Amulet of Nine Lives, which supposedly grants immortality. It's your job to help Claw escape and dig up the gems. The adventure includes not only paw-to-paw combat against Claw's enemies but also all the typical power-ups and special weapons (pistol, magic, etc.) that you would expect.

The game's animations and backgrounds are hand-illustrated, so the colors really jump off the screen. Over 20 minutes of animated movies break up the action nicely, but instead of the usual boring stuff of old, they're more like feature film animations.

To get your nine lives' worth, a game has to give you reasons to play it repeatedly. Claw's own Web site contains both a vanity board for posting high scores and a challenge area where you can race up to 64 other swashbucklers to get the best time or score for a level or for the game. A level editor also keeps the catfight going, both in single-player and Internet games.

Claw was designed with the whole family in mind, so the humor and sight gags complement the action nicely without adult themes or blood and gore. As far as PC platform titles go, Claw is clearly the pick of the litter. ■ —Russ Ceccola

TWO 3-D JIGSAW PUZZLES

PUZZ 3D CD: NOTRE DAME CATHEDRAL

HASBRO INTERACTIVE, (800) 638-6927; WIN 95, $29.99

PUZZ 3D: BAVARIAN CLOCK

WREBBIT, (800) 973-2248; $24.99

Wrebbit is the Canadian company that developed the idea of constructing replicas of famous buildings with jigsaw pieces. It has done more than 60 magnificent puzzles by now, some of which were licensed a few years ago to Milton Bradley for mass-market distribution. Now Hasbro Interactive, a sister company of Milton Bradley, has brought one of them to the computer.

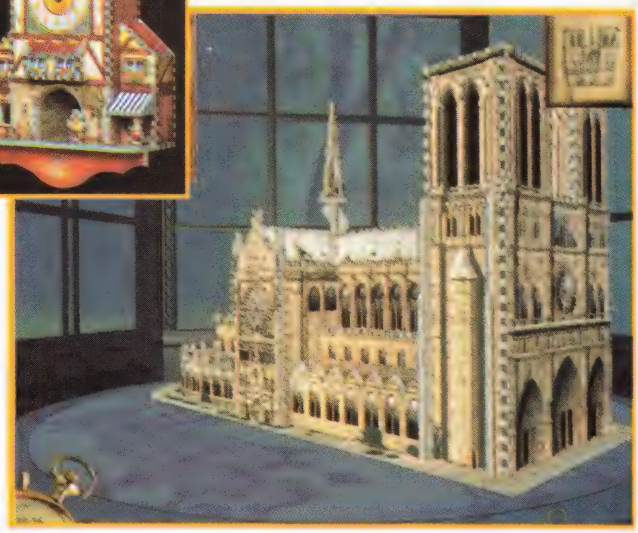
Notre Dame Cathedral is awesomely difficult to piece together in its tabletop version (mind you, the original took 200 years to build) but solvable in any of four challenge levels on the computer. In the easy level, the 138 pieces are grouped by color and don't need to be rotated, and colored guides in the construction area light up to show you where to place completed sections. Other levels are not so kind. In the Super Challenging level (919 pieces), piece rotations are required, and in the construction area you're on your own. At least Quasimodo isn't hurling rocks at you.

Depending on which level you choose, completion of the structure earns a key that lets you explore the interior of the actual cathedral and solve mysteries as in an adventure game.

This is an amazingly rich program, with multimedia hints, the ability to view the cathedral-in-progress from any angle, various piece-sorting and zoom options, and other features. We can hardly wait for the next edifice.

The Bavarian Clock, one of Wrebbit's easier puzzles, is a splendid introduction to 3-D puzzle construction. Wrebbit provides photographs of the finished structure from all angles, and a complete schematic that lets you identify the location of every individual piece.

When you're done, insert a battery and proudly display your beautiful new clock. Then visit Wrebbit's Web site (http://www.wrebbit.com) to see the other puzzles. If they ever offer to sell you the Brooklyn Bridge, buy it. ■ —B.H.



ARCADE ACTION VIDEO GAME

TETRISPHERE

NINTENDO; N64, $69.95

Despite its name, this game resembles Tetris only superficially. The familiar idea is to put pieces together to make them disappear. In Tetris the pieces fall from the top of the screen; in Tetrisphere they're already present.

The purpose of the game is to gradually expose the core of a sphere by removing its outer layers, which consist of variously shaped segments. You move the "shadow" of the piece you're controlling over the sphere until you find a matching shape to drop it on. All connected pieces of that shape, including any unseen ones below, then disappear. When you've exposed enough of the sphere to let a friendly alien creature escape, you've completed the level.

The fastest way to reach the core is to keep digging down in one area, but since the piece you're holding is selected randomly by the computer, you can't count on getting the one you want. You can, however, shift pieces to where you want them. Assembling a group of similar pieces and dropping your piece on any one of them earns a big score and removes lots of pieces at the same time. If you remove at least 20 pieces at once, you get a "magic" power that can zap a large part of the sphere in a single blow.

But you don't have much time. After a while the sphere starts moving toward the screen, and if you let it get too close, you lose a life. Fortunately, the game is automatically saved at your last completed level.

In solo play, Tetrisphere is just as addictive as its illustrious forebear, and it's especially intense in competition against another player or the computer. A puzzle mode, which sets a variety of tasks based on the basic game mechanics, is a challenging solitaire game. ■ —B.H.

GAMES & BOOKS

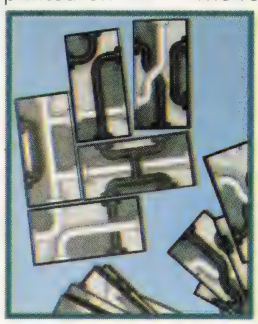
STRATEGY BOARD GAME

THE VERY CLEVER PIPE GAME

CHEAPASS GAMES, (206) 324-6728; $7.50
PLAYERS 2-4 **PLAYING TIME** 30 MINUTES

If you're going to call your game "very clever," you had better make sure it *is* clever. Happily, this unorthodox company's pipe game is both clever and a lot of fun.

The game's simple elements are 120 attractive game cards, printed on durable card stock, featuring black or white pipe segments and end caps, all of which are backed by light (steel) or dark (stone) floor areas, or "fields." The cleverness is apparent in the several games that can be played with the cards and how the simpler games prepare you for the more complex ones.



In the two-player "Basic Pipes," each player is dealt a 20-card deck from which he or she draws a five-card hand. A coin flip decides who goes first and their pipe color. Players take turns playing one card to the table, attempting to create closed (capped at both ends) sets of pipes of their color. A closed set is taken into its player's scoring pile. When the cards run out, the player with the most scoring cards wins.

"Basic Fields" is the same as "Basic Pipes" except that in order to win cards, players must completely surround their color field with fields of the opposite color.

The real battle comes in the main game, "Pipes & Fields," where two to four players choose whether to play white or black pipes or fields and then jockey to complete their sets while trying to foil their opponents' best-laid pipes.

Similarly ingenious games include a team version and one in which you customize the deck you play with. Prepare for an intense strategic struggle for territory. ■ —John Chaneski

FAMILY BOARD GAME

MIXMATH

WREBBIT, (800) 973-2248; $15.95
PLAYERS 2-4 **PLAYING TIME** 45 MINUTES

Maybe Mixmath isn't the wisest title, since for many people "math" is a scary word. But there's nothing to be scared of here. If you can add, subtract, multiply, and divide one- or two-digit numbers, you'll find Mixmath a stimulating pastime.

The board and tiles, as well as the basic play mechanics, were undoubtedly inspired by Scrabble, but the play is quite different; this is not Scrabble with numbers. You start with seven tiles, each bearing a number. On your turn, you add a tile to either end of a row of tiles already on the board; your tile must be the product of any simple calculation involving the two last tiles of that row.

The four center squares on the board show the numbers 1, 2, 3, and 4. At either end of the 3-4 line, for instance, you can play a 7, 1, or 12 (adding, subtracting, or multiplying). If you play a 12 next to the 3, then at that end of the same line you can now play a 15, 9, 36, or 4 (using any operation involving the 12 and 3). Placing a tile on a +, −, ×, or ÷ square allows that operation only.

Your score is the number on the tile you play and is tallied at once. If placing a tile produces a result in two directions, score them both. Your turn continues as long as you can play tiles. Given the right tiles, you can build a nice little chain and watch your points mount up. Maybe you can even reach one of those 2x or 3x spaces and double or triple your score. But with your opponents trying to stop you, don't count on it. ■ —B.H.

ALSO NOTABLE

The object of the **Magic Jack** cube (Fun Tech-CA, 619 563-2340, $14.99) is to form patterns on its faces by pushing small cubes around. Though similar to the Vadasz Cube (October, page 54) Magic Jack has four patterns instead of only two: all silver (with which you start), all red, all green, or a multicolored pattern that spells out a secret message. The message pattern is especially tricky, since you have to find all the hidden letters in the cube's interior and then figure out how to arrange them. Cube enthusiasts will like this one. —Mike Smolowitz

Thirty days hath September, 64 squares hath the chessboard, and 365 chess puzzles hath **The Chess 1998 Calendar** (Workman Publishing; 212 254-5900; $9.95), by international grandmaster and *New York Times* chess columnist Robert Byrne. Most of the problems in the four levels of this one-page-a-day desk calendar, even those on Level IV, are rather elementary—just the thing for novices to mull over each morning.

Bridge players will be delighted with the **1998 Daily Bridge Calendar** (Ashlar House/Addison-Wesley, 781 944-3700; $12.95). Each page offers an expert-level problem deal with a detailed solution on the back. Contributors include such luminaries as Phillip Alder, Ted Horning, Eddie Kantar, Ron Klinger, Eric Kokish, Beverly Kraft, Mike Lawrence, and Bobby Wolff. Where appropriate, tournament dates and locations with phone numbers are provided. A useful appendix explains various bidding conventions. ■

CLASSIFIEDS

THE GAMES CLASSIFIED SECTION features puzzles and boardgames, gifts and software, contests and clubs – anything and everything – for creative minds at play. Terms and rates • **CLASSIFIED** rate: $3.50 per word/per issue ($150 minimum). • **DISPLAY** rate: $200 per column inch. Frequency discounts are available for both classified and display ads. Deadline is 10 weeks before issue date. Payment must accompany all ads (MasterCard and Visa accepted). All ads are accepted at the discretion of the publisher. GAMES accepts no responsibility for advertising claims made in this section. To advertise or for more information, please contact **Classified Advertising Manager, Games Publications, Inc., 7002 West Butler Pike, Ambler, PA 19002; (215) 643-6385.**

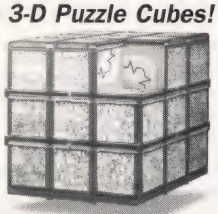
PUZZLES

OIPLTLIUCSAILONS
"FUN WITH OPTICAL ILLUSIONS"
29 Full Pages of Eye-Teasers
and Incredible Optical Effects
Only $3.95 Postpaid
Free Bonus with Order!
Send Check or Money Order to:
SYSTECH DIRECT
P.O. Box 1431
Waynesboro, VA 22980

CRYPTOGRAMS
WORD SEARCHES & MAZES
36 Packed Pages of Original Puzzles
Easy to Challenging Fun!
Only $4.95 Postpaid
Send Check or Money Order to:
SYSTECH DIRECT
P.O. Box 1431
Waynesboro, VA 22980

Introducing
MAGIC JACK™
the ultimate in 3-D Puzzle Cubes!

- *More Solutions (4 puzzles in 1)*
- *More Challenging*
- *More Fun!!*



Dealer Inquires Encouraged
FunTech-California
Tel/Fax: (619)563-2340
BRAINSPORT™
Order On-Line: www.magicjack.com

GAMES

REMAGON®
A strategy game for 2 to 4 players,
ages 10 to adult.
For FREE Information:
Miller Board Design
P.O. Box 1262
Norman, OK 73070-1262

CHESS & CHECKER LOVERS!
AMASING NEW VARIANT!
Game includes 40 plastic chess & 40 checker pieces
100 square board & easy instructions.
Cost $19.95 + S&H $5.95. 1 - 2 week delivery
Send mailing info & check to:
Cardinal Super Chess & Super Checkers, Inc.
P.O. Box 7936, Naples, FL 34101-7936
941-774-7514

ATTENTION!

If you are reading this,
so will our 540,000+ readers.

Call now to fill this space with
your advertisement.

Contact Sharon Liggio
at
(215) 643-6385
for more information.

HARD TO FIND GAMES

RECYCLED GAMES
Cleaned & Wrapped.
A.P.I.G.
(All Parts Included Guaranteed)

BEST NEW AND RECENT
GERMAN GAMES

WEST COAST
QUORIDOR DISTRIBUTOR

Under New Ownership!!!
(541) 482-1939

FUN AGAIN GAMES
1644 #2 Ashland Street
Ashland, OR 97501
e-mail: funagain@funagain.com
website: www.funagain.com

MAY THE SOURCE BE WITH YOU

Don't let the dark forces of ignorance defeat you. Right in this galaxy you can tap into the source—the free Consumer Information Catalog.

It lists free and low-cost federal publications on such stellar topics as saving money, buying a house, educating your children, getting federal benefits, eating right and staying healthy, and so much more.

So dispel the darkness and get the source. Call toll-free **1-888-8 PUEBLO** for your free Catalog.

Or set your coordinates for the Consumer Information Center web site: **www.pueblo.gsa.gov**

DON'T MISS THE APRIL 1998 ISSUE OF
GAMES
including our annual salute to April Fool's Day
on sale at newsstands February 3

... AND DON'T FORGET THE MARCH 1998 ISSUE OF
GAMES WORLD OF PUZZLES MAGAZINE
on sale January 6

1998 Calendar of GAME & PUZZLE Events

Most appointment books are relatively empty at the start of a new year, but our calendar is full! And since we like to share the wealth of fun with our friends, we proudly present our annual GAMES calendar of game and puzzle events. There's not enough room to list everything that's on tap for 1998, but you can learn about additional events—and game-specific publications—by contacting the sponsors listed under the each category. Because sites and dates are subject to change, make sure you verify all the particulars with the appropriate contacts before attending. These contacts may also provide information about entry fees and qualifying procedures, if any. See you there!

BACKGAMMON

Midwest Backgammon Championships March 20-22, Lisle, IL. Contact: Bill Davis, 3940 W. Bryn Mawr Ave. #504, Chicago, IL 60659; (773) 583-6464; chipoint@interaccess.com.

Michigan Summer Backgammon Championships July 2-5, Novi, Michigan. Contact: Carol Joy Cole, 3719 Greenbrook Lane, Flint, MI 48507-1400; (810) 232-9731; cjc@flint.org.

World Cup VI and U.S. Open July 31-August 9, Dallas, TX. Contact: Kent Goulding, 9201 Marseille Drive, Potomac, MD 20854; (301) 299-8265; kg1@netcom. com.

For general backgammon information and local club listings, contact: Bill Davis, 3940 W. Bryn Mawr Ave. #504, Chicago, IL 60659; (773) 583-6464 or Carol Joy Cole, 3719 Greenbrook Lane, Flint, MI 48507-1700; (810) 232-9731; cjc@flint.org.

BRIDGE

Spring North American Bridge Championships March 19-29, Reno, NV.

Summer North American Bridge Championships July 23-August 2, Chicago, IL.

For all events and general bridge information, contact: American Contract Bridge League, 2990 Airways Blvd., Memphis, TN 38116-3847; for U.S. (800) 467-1623, Canada (800) 467-2623.

CHECKERS

Mississippi Open Checkers Tournament- Memorial Day Weekend, International Checker Hall of Fame, Petal, MS.

U.S. National Open Checkers Tournament 2nd week of August, International Checker Hall of Fame, Petal, MS.

Southern Tourney 2nd week of June, Ken Bar, KY.

North Open Checkers Tournament 2nd week of June, Ken Bar, KY.

U.S. National Youth Checkers Tournament 2nd week of September, International Checker Hall of Fame, Petal, MS.

Disneyland Youth Cruise July TBA.

Open Checkers Tournament 2nd week of February, St. Petersburg, FL.

Fall Open Checkers Tournament 4th week of August, International Checker Hall of Fame, Petal, MS.

For information on all of the above events, as well as general checkers information, contact: American Checker Federation, P.O. Box 365, Petal, MS 39465; (601) 582-7090.

CHESS

National Open March 27-29, Las Vegas, NV

U.S. Open August 1-9, Kona, HI.

National Scholastic K-12 Grade Championship December 3-7, Oak Brook, IL.

Junior Chess Congress West January 17-18, Albuquerque, NM.

U.S. Amateur Team Championship West February 14-16, Parsippany, NJ.

National Elementary Championship April 24-26, Peoria, IL.

National Junior High Championship May 1-3, Phoenix, AZ.

National High School Championship May 8-10, Los Angeles, CA.

U.S. Junior Open July 17-18, Ithaca, NY.

U.S. Class Championships November 28-29, St. Louis, MO.

For information on all of the above events, as well as general chess information, contact: U.S. Chess Federation, 3054 NYS Route 9W, New Windsor, NY 12553; (914) 562-8350; http://www.uschess.org.

CRIBBAGE

American Cribbage Congress Open January 31-February 1, Reno, Nevada. Contact: Roy Hofbauer, (360) 835-3623.

Grand National October 9-11, Daytona Beach, FL. Contact: Paul Barnes, (904) 738-7659.

For general information about cribbage, contact: Jeff Monroe, American Cribbage Congress, P.O. Box 10486, Napa, CA 94581; (888) 734-4424; pegging@prodigy.com.

CROSSWORD PUZZLES

American Crossword Puzzle Tournament April 3-5, Stamford, CT. National competition based on speed and accuracy in solving puzzles by top constructors. Solvers can now compete from home. Run by Will Shortz, crossword editor for The New York Times. Contact: ACPT, 55 Great Oak Ln., Pleasantville, NY 10570; (914) 769-9128.

DIPLOMACY

World Dipcon 8 May 22-24, Chapel Hill, NC. The classic boardgame in which players seek to control pre-WWI Europe by making and breaking alliances. Includes 4-round diplomacy tournament as well as other events and boardgames. Contact: David Hood, 2905 20th St. NE, Hickory, NC 28601; (704) 322-7741 (work number).

00586 ADMIT ONE

1998 Events

DOMINOES

World Championship Domino Tournament July 10-11, Andalusia, AL. Contact: Andalusia Rotary Club, P.O. Box 276, Andalusia, AL 36420; (334) 222-2030.

GAME CONVENTIONS

DunDraCon XXII February 13-16, Albany, CA. The longest-running Role Playing Games convention includes miniature, collectible card game, and boardgame tournaments. Contact: DunDraCon, 1145 Talbot Ave., Albany, CA 94706; netrep@dundracon.com.

Three Rivers Game Fest May 22-25, Pittsburgh, PA. For more information, contact: Andon Unlimited, Three Rivers Game Fest, P.O. Box 1740, Renton, WA 98057; (206) 204-5815.

Origins '98 July 1-5, Columbus, OH. Origins continues its tradition of being the largest pure gaming convention in North America. Features over 1,000 events, including Magic: The Gathering National Championship and other CCG Tournaments, role-playing events, boardgames, miniatures, the National Security Decision Making game, an auction, and more. For more information, contact: Andon Unlimited, Origins '98, P.O. Box 1740, Renton, WA 98057; (206) 204-5815.

Avaloncon July 28-August 2, Hunt Valley, MD. Competitions in 100 Avalon Hill games, including ASL, Rail Baron, Air Baron, Titan, Titan Arena, History of the World, Diplomacy, Acquire, and Age of Renaissance. For more information, contact: Avalon Hill, 4517 Hartford Rd., Baltimore, MD 21214; (410) 426-9600 ext.103; http://www.avalonhill.com.

GenCon August 5-9, Milwaukee, WI. For more information, contact: TSR, Inc., 201 Sheridan Springs Dr., Lake Geneva, WI 53147; (414) 248-3625.

GAME INVENTING

GAMA Trade Show April 2-5, Miami, FL. The annual gathering of hobby gaming professionals. For more information, contact: Andon Unlimited, (614) 856-3976.

GAMES DECATHLON

Games Decathlon May 1-3, Poconos, PA. Choose five games from Chess, Backgammon, Bridge, Trivia, Boggle, Scrabble, Poker, Charades, Ping-Pong, Shuffleboard and Mini-Golf. For more information, contact, Margaret Bauer Williams, (800) 867-8661.

GO

U.S. Go Congress August 1-8, Santa Fe, NM. For more information, contact Roy Laird, (212) 662-5501; rlaird@msn.com.

For general Go information, contact: American Go Association, P.O. Box 397, Old Chelsea Station, NY, 10113.

MAH-JONGG

Eastern Championship January 30-February 1, Absecon, NJ. For more information, contact: Margaret Bauer Williams; (800) 867-8661.

MARBLES

National Marbles Tournament June 21-25, Wildwood NJ. 75th anniversary of the national competition of city champions from across the country. Both boys' and girls' divisions. Adults and kids are welcome to visit the nearby Marbles Hall of Fame and Museum. Contact: Gene Mason, 810 Rayne Dr., Cumberland, MD 21502; (301) 724-1297.

PINBALL

Pinball Expo October 22-25, Rosemont, IL. Event features Flip Out Tournament, Pinball Factory Tour, Seminars, Autograph Session, Banquet, Art Contests, Auction, and an Exhibit Hall with games for sale and play. Contact: Bob Berk or Mike Pacak, 2671 Youngstown Rd. SE, Warren, OH 44484; (800) 323-FLIP

PUN CONTEST

O. Henry Pun-Off World Championships May 3, Austin, TX. For more information, contact: Gary Hallock, 1124A Clayton Lane, Austin, TX 78723; (512) 453-4431.

RISK

Tournament of Champions October 24-25, Bethlehem, PA. The only officially sanctioned tournament devoted to Risk, the classic strategy game in which players compete for world domination. The tournament hosts the largest display of Risk memorabilia from across the world. Contact: 10th Annual Risk Tournament, 1726 Main St., Bethlehem, PA 18018; (610) 758-7621.

SCRABBLE

January 15-19, Reno, NV. Contact: Johnny Nevarez, 4804 Bannock Circle, San Jose, CA 95130; (408) 978-8290; nomadcon@concentric.net.

January 23-25, Atlantic City, NJ. Contact: Margaret Bauer Williams, 8 Livingston, Kearny, NJ 07032; (201) 991-1499.

February 13-16, Danbury, CT. Contact: Ron & Susi Tiekert, P.O. Box 908, Bowling Green Station, New York, NY 10274; (212) 477-5352; tiekert@interport.net.

Greater Boston Open March 27-19. Contact: Edie Berman, 26 Ships Way, Bourne, MA 02532; (508) 759-2561; edieb@capecod.net.

April 4-6, Gatlinburg, TN. Contact: Mady Garner, 170 Allan Lane, Melbourne Beach, FL 32951; (407) 676-0815.

National Championship August 8-13, Chcago, IL. Open to all players who have played in at least one NSA-rated tournament. Contact: National Scrabble Association, Box 700, Greenport, NY 11944; (516) 477-0033.

For general information about Scrabble, contact: National Scrabble Association, Box 700, Greenport, NY 11944; (516) 477-0033.

WORD GAMES & PUZZLES

National Puzzlers' League Convention July 16-19, Atlanta, GA. Individual and group games and puzzles as well as informal after-hours board, card, and trivia games. Nonmembers are warmly welcomed. Contact: Trip Payne, 6987-G Roswell Rd. NE, Atlanta, GA 30328.

ILLUSTRATION DAL CONERY

CONTEST RESULTS

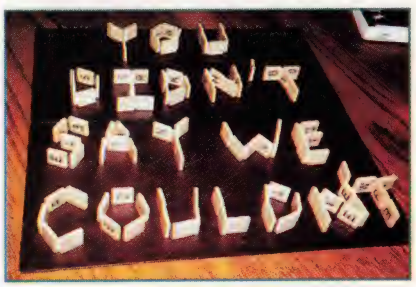
AUGUST

TALE OF THE TILES

We've conducted many creative contests over the years, but perhaps none that elicited as many high-quality responses as Tale of the Tiles. After a long and arduous judging process, during which every member of the Games staff extolled the virtues of his or her personal favorites, we finally managed to select a grand-prize winner and 10 runners-up from close to 1,500 entries.

The object of the contest was to make up a story using just the 100 letter tiles that come in a game of Scrabble. All 100 tiles had to be used; any necessary punctuation was also allowable. The two blank tiles could be substituted for any letter, just as in Scrabble, but they could not be used as numbers, symbols, or anything else.

Primary consideration was given to cleverness, originality, and humor—and there was plenty of all three in evidence. At this point, we should mention that while several otherwise hilarious entries were a bit too scatological for a family publication, they have earned themselves a place on our office bulletin board.



A number of submissions also came complete with attractive visual presentations, such as this clever entry from Greta Perl of Ithaca, NY (see above).

While design alone did not significantly influence the judges, there were instances where, to paraphrase Marshall McLuhan, the medium *was* the message. Special thanks go to Chris Stickland of Oakville, Ontario, who sent us his father Pete's published collection of 120 "babblegrams," as he calls them, titled *Tower of Babble*; and to Don and Charlene Hoffmann of Tallahassee, Florida, for the many amusing entries and the extra-hot chiles!

Quite a few of you attempted to solve that annoying extra-letters problem by grouping them into a proper name and inserting it into an appropriate spot in your entry. Some of our favorites: Danny "Banana" Boya; Zoe Devlin (a "loud, vexing young comic"); Evan Ichabod Elliot; Lee Felk (and his friend Jaquie); Ziggy Flywexen ("a vivacious, bare-breasted redhead"); Lawyer Luke J. Grub; Uncle Gusuvie; Zac V. O'Malo ("the rad, albino ref"); Bo Piper (Geoff's ex-lover); Vi O'Tooll; The Honorable Judge Felix Vapor (from Peoria, Illinois); Wizard Wedgie; Mr. Juan L. Wong Sr.; Xoog (an alien); Guroog Zapbia (a daredevil); and the legendary Mr. C. Zoo-Barn.

Now on to our winners. The Scrabble Classic Collector's Edition—which includes letter tiles embellished with 24-karat gold, raised playing board, turntable base, and mahogany-finished table with storage boards—goes to David Cohen of Atlanta, Georgia, who nailed this circus-themed limerick (letters representing blank tiles are underlined):

A CLOWN JUMPS ABOVE A TRAPEZE,
ARCS OVER ONE-EIGHTY DEGREES
OUT INTO MID-AIR,
QUITE UNAWARE
OF HIS EXITING BILLFOLD AND KEYS.

Runner-up prizes of a GAMES T-shirt and a Deluxe Scrabble set go to:

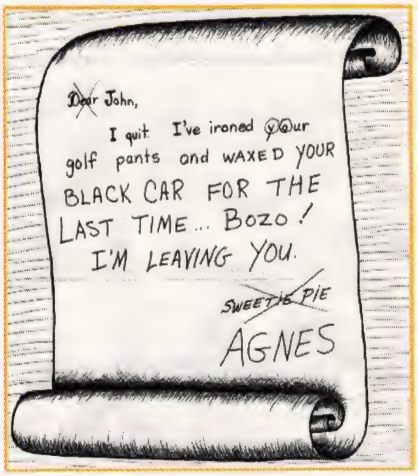
"IS THE DIAMOND BROOCH JEWELRY OF GREAT VALUE?" I ASK, ADMIRING ITS DEEP OPULENCE AGAIN. "I LOVE IT."
"BUT OF QUARTZ," HE ANSWERS. "ONYX!"
Derek Ho (Oakland, CA)

BOULEVARD DINER, ELEVEN-FORTY.
I DOWN A HOT CUP OF JAVA.
IT'S TOO QUIET.
AS A GUN BARREL WHACKS MY NOGGIN,
I REALIZE DIXIE SET ME UP.
Andrew Chaikin (San Francisco, CA)

HELP!
MINNOW WRECKED IN A TINY AZURE LAGOON.
PROF. CAN'T FIX.
SITE IS A QUIET SEA DESERT:
MOHAVE? BAJA?
GINGER O.K.
OVER/OUT
LI'L BUDDY
Philip Freeman (Canton, MI)

QUOTE OF OVERTAXED, IDOLIZED TSIBLIYEV, REGARDING UNUSUAL DAMAGE: "NOW I KNOW IF OBJECTS IN MIR ARE CLOSER THAN THEY APPEAR!"
David W. Hundley (Allen, TX)

A TYPICAL VACATION FOR A ZOMBIE I KNOW IS QUIETLY DIGGING UP A DEAD BODY AT HALLOWEEN. IRREVERENT, OR JUST A SENSE OF EXHUMER?
Richard Barton (Newmarket, NH)


Dear John,
I quit. I've ironed your golf pants and waxed your BLACK CAR FOR THE LAST TIME... Bozo! I'M LEAVING YOU.
SWEETIE PIE
AGNES
Connie Bruner (Weatherford, TX)

A BEATLE QUIPPED, "MCGUINN, IF I HEAVE YOU FROM A VERTEX ONTO JAGGER 'N' RICHARDS, I'D KILL TWO STONES WITH ONE BYRD. A ZEALOUS IDEA!"
Joe Dudman (Portland, OR)

A DUMMY SAID, "WE HAVE A DARING NEW JOB TOGETHER IN A ZOO. IT COULD BE EXCITING!"
AND A VENTRILOQUIST REPLIED, "SPEAK FOR YOURSELF!"
Robin Gross (Philadelphia, PA)

A ROUGH AND QUIET BOXER NAMED MIKE REALIZES ONE WAY TO AVOID LOSING OUT IS BITING EVANDER'S EAR OFF. JUST CALL IT PAY PER CHEW.
Stuart Bernstein (Raleigh, NC)

QUICKIE GUIDE TO CAT BEHAVIOR
YAWNING: FEELS LAZY
PURRING: "JOIN ME!"
TAIL UP: BOREDOM
EARS FLAT: VEXATION
HEEDS OWNER: IT'S A DOG
Lisa Mallette (Ft. White, FL)

Congratulations to the winners, and thanks to everyone else who tiled in vain. ■ —Dave Hamill

AUGUST

REVISITING WISH YOU WERE ... WHERE?

A pair of punk rockers sitting on a bench with the towers of the Sagrada Familia in the background was enough to identify Barcelona, Spain. A street scene showing horse-drawn carriages in front of the Cloth Hall led solvers to Cracow, Poland. Even an apparent Alpine village that was really the small town of Helen, Georgia, didn't stump too many people. What turned out to be the stopper was a nondescript statue of some miners. It wasn't much to go on, but we've underestimated the research ability of our readers too many times before to think that nobody would identify this place. But that's exactly what happened. Not a single one of the 700 entrants was able to discover that the not-very-famous Mining Pioneers statue (pictured on page 4 of this issue) was from the town of Gympie in Queensland, Australia.

Many of the other 19 locations were also difficult. Only 19% of the entries listed all of the other places correctly. The second-hardest postcard turned out to be the one below, which showed two old pictures of Newark, New Jersey. Half the entries with two or more incorrectly identified places had that one wrong. The correct answers are given below (only the boldface part was required to be considered correct):

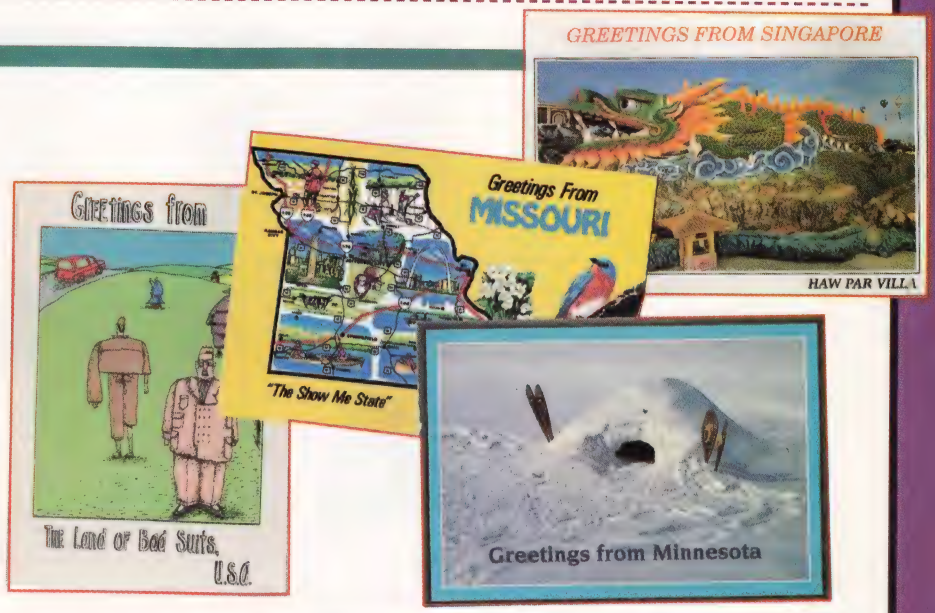
1. **Acadia** National Park, Maine
2. **Capri**, Italy
3. **Laramie**, Wyoming
4. **Indianapolis**, Indiana
5. **Utah**
6. **Illinois**
7. **Lucerne** or **Luzern**, Switzerland
8. **Stanford** University, California
9. **Florence** or **Firenze**, Italy
10. **Newark**, New Jersey
11. **Sunshine Skyway**, spanning Tampa Bay, Florida
12. **Barcelona**, Spain
13. **Prague** or **Praha**, Czech Republic
14. **Gympie**, Queensland, Australia
15. **The Philippines**
16. **Nova Scotia**
17. **Helen**, Georgia
18. **Tallinn** or **Tallin**, Estonia
19. **Cyprus**
20. **Cracow** or **Kraków**, Poland

The grand-prize winner of $1,000 is Toby Roberts of Boston, Massachusetts. His "Greetings from" postcard was chosen at random from the ones with 19 correct places.

Runner-up prizes of Games T-shirts go to the following, all of whom missed only postcard #14 (asterisks indicate that the contestant was also a prize-winner in the previous Wish You Were ... Where? contest in June 1994): Marcie Anderson, Omaha, NE; Ann Barker*, Redding, CA; Allen Deane, Pleasant Valley, CT; Dan Gossett*, Edmonds, WA; Kati Huisjen, Boulder, CO; Anne Jameson, Corvallis, OR; Lynne Kilbourn*, Honesdale, PA; Pat Lawrence, Troy, MI; Lyn Pinckney, Springfield, MO; and Alan Schaplowsky, New York, NY. ■

—Peter Gordon

A sampling of the 700 "Greetings from" entries.



WILD CARDS

TRIVIA

MADISON AVENEW

From Nestlé Quik and Reddi Wip to Liquid-plumr and Fantastik, abnormal spellings are normal in the world of commercial trademarks. It's a bit surprising, therefore, that eight of the 37 products below are actually spelled the way they appear on our list. For the rest, at least one of the words appearing in upper case letters has a more "creative" spelling on its label than the way it appears here.

Can you identify the eight correctly spelled products, and also recall the deliberate misspellings that the other products use?

Campbells' HOME COOKING soup
CAPT. CRUNCH cereal
CONTACT cold pills
CRACKLING OAT BRAN cereal
Dr. Scholl's AIR-PILLOW insoles
DUNKING DONUTS
EASY-OFF oven cleaner
Elmer's STICK-ALL
EQUAL artificial sweetener
FRUIT LOOPS cereal
GLEAM toothpaste
GOLDEN CRISP cereal
HANDY-WRAP plastic food wrap
Hartz Mountain BUSY BALLS cat toys
HIGH-C soft drink
HONEY-COMB cereal
KENNEL RATION dog food
Kraft LIGHT mayonnaise
Lipton CUP OF SOUP
Log Cabin LIGHT syrup
McCormick BACON BITS
MISTER PLUMBER
MOP & GLOW floor polish
MOP & SHINE floor polish
MYSTIC ICED TEA
Nestlé CRUNCH candy bar
Planters CHEESE CURLS
PLAY-DOUGH modeling clay
Purina HIGH PRO dry dog food
SOFT & DRY antiperspirant
STAR-KISSED tuna
SWEET AND LOW artificial sweetener
ULTRA-BRIGHT toothpaste
WHISK laundry detergent
WHISKERS cat food
WHITE-OUT correction fluid
ZIP-LOCK sandwich bags

—Suzie Elliott

LOGIC

HORSE PLAY

Two friends were making predictions about a race among four horses.

"I'll bet," said Ernie, "if Fjord finishes after Scruffy, then Ataway will finish before Nachee."

"And I'll bet," said Herm, "if Ataway finishes before Fjord, then Scruffy will finish after Nachee."

As it happened, both Ernie and Herm lost their bets. Can you determine the order in which the four horses finished the race?

—Guney Mentes

TOUGH NUTS

HOW MANY CANDLES?

He: "Happy 1998!"
She: "And happy birthday, too—I was born on New Year's Day, you know."
He: "How old does this make you?"
She: "My age is the square root of the product of the digits in the year I was born."

What's her age?

—J. Mark Thompson

TEASERS

TWENTY-ONE GONE SALUTE

All the word pairs below have something in common (besides the fact that all their letters have been removed except A, E, I, O, and U). Can you fill in the missing letters? Hint: The list is in alphabetical order.

1. A _ _ _ i e & _e_o_i_a
2. _ _a_ _ _e_ _ & _o i_ _a_e
3. _a_ _o o_ & _ _o_ _i e
4. _i_ _ _ _a_ _ & _e_ _ _ _u e_e a_ _
5. _o_a_ _ & _ai_ _
6. _a_a_ & _e_ _a
7. _i & _o i_
8. _i_ _e_ & _i_ _i e

—Susannah Anderson

TEASERS

ALL IN ONE

What nine-letter word can be divided into three smaller words in such a way that (i) the first word can mean to tell a secret and (ii) the last two words, taken as a phrase, can also mean to tell a secret?

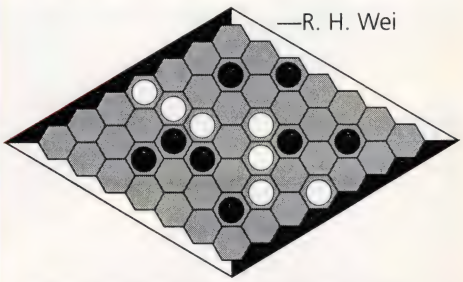
—Craig Kasper

TACTICS

DOUBLE TROUBLE

In a miniature game of Hex, two players have agreed to a special rule: Once in the game, White may make two moves in a row. Now's the time for White to use this rule to decisive advantage. On which two cells should White play to be assured of linking the two white edges with a chain of White pieces?

—R. H. Wei



In Hex, each player in turn adds one piece of his or her color to the board, trying to link the two board edges of that color. Pieces cannot be moved or captured. Corner cells touch both colors.

ANSWERS, PAGE 43

ILLUSTRATION BY SEYMOUR CHWAST

edited by paddy smith

TRIVIA

CANINE CONFUSION

Everyone knows that Lassie's a collie, and that Pongo and Perdita are two of Disney's *101 Dalmatians,* but what about the breeds of other canine movie and TV stars? If you can correctly match at least 12 of the following top dogs to their breeds, you're either doggone lucky or a real Canis Major!

1. Asta (*The Thin Man*)
2. Astro (*The Jetsons*)
3. Balto (*Balto*)
4. Benji (*Benji*)
5. Buck (*Married...With Children*)
6. Chance (*Homeward Bound*)
7. Cleo (*The People's Choice*)
8. Copper (*The Fox and the Hound*)
9. Cujo (*Cujo*)
10. Eddie (*Frasier*)
11. Einstein (*Back to the Future*)
12. Georgette (*Oliver & Company*)
13. Lady (*Lady and the Tramp*)
14. Murray (*Mad About You*)
15. Ren (*Ren and Stimpy*)
16. Rin Tin Tin (*The Adventures of Rin Tin Tin*)
17. Shadow (*Homeward Bound*)
18. Snoopy (*Peanuts*)
19. Spuds Mackenzie (beer commercials)
20. Toto (*The Wizard of Oz*)

a. Basset hound
b. Beagle
c. Bearded collie
d. Bloodhound
e. Bulldog
f. Bull terrier
g. Cairn terrier
h. Chihuahua
i. Cockapoo
j. Cocker spaniel
k. Collie mix
l. German shepherd
m. Golden retriever
n. Great Dane
o. Jack Russell terrier
p. Malamute
q. Mixed breed
r. Poodle
s. Saint Bernard
t. Wirehaired fox terrier

—Sarah Bourdelais

FOR THE RECORD

YEAR OF REVERSALS?

The new year figures in the following curiously symmetrical multiplication:

1998 × 81 = 18 × 8991

Can you find a three-digit number that makes the same pattern with 1998? In other words, you are to find three digits A, B, and C that will make the following a true equation:

1998 × ABC = CBA × 8991

—J. Mark Thompson

WORD PLAY

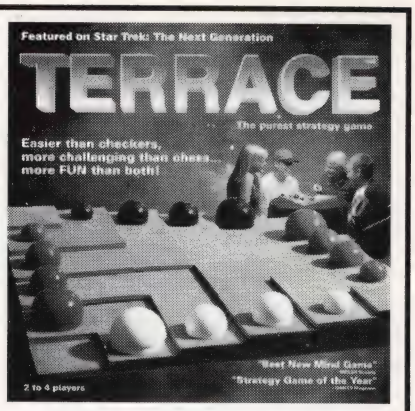
SIGN LANGUAGE

Each of the 18 items below is a phrase commonly seen on a sign, with all letters replaced by blanks except for the first letter of each word. For example, H _ _ _ _ F _ _ S _ _ _ would be HOUSE FOR SALE. How many signs of the times can you identify?

1. O _ _ O _ O _ _ _ _
2. W _ _ P _ _ _ _
3. K _ _ _ O _ _ T _ _ G _ _ _ _
4. Q _ _ _ _ , P _ _ _ _ _ _
5. B _ _ _ _ _ O _ D _ _
6. H _ _ _ W _ _ _ _ _
7. A _ _ _ _ _ _ _ _ F _ _ R _ _ _
8. J _ _ _ M _ _ _ _ _ _
9. O _ _ T _ L _ _ _ _
10. G _ _ _ F _ _ _ _ _
11. M _ _ W _ _ _ _ _
12. P _ _ _ N _ B _ _ _ _
13. T _ _ _ A N _ _ _ _ _
14. E _ _ _ O _ _ _
15. P _ _ _ _ _ _ P _ _ _ _ _ _ _
16. N _ S _ _ _ _ _ _
17. S _ _ _ _ _ _ _ R _ _ _ O _ _ _
18. L _ _ _ _ _ _ _ O _ D _ _ _

—Raymond D. Love

ANSWERS, PAGE 43


Featured on Star Trek: The Next Generation
TERRACE
The purest strategy game
Easier than checkers, more challenging than chess... more FUN than both!
"Best New Mind Game"
"Strategy Game of the Year"
2 to 4 players

ORDER TODAY!
Before it Sells Out Again!

"Terrace is totally involving, intensely absorbing! It gets under your skin and invades your brain."
- Burt Hochberg, Senior Editor GAMES Magazine

$14.95
+ $7 Shipping & Handling

SILER/SILER VENTURES
P.O. Box 2405
Lake Oswego, OR 97035

www.teleport.com/~terrace

STATEMENT OF OWNERSHIP, MANAGEMENT AND CIRCULATION (required by 39 U.S.C. 3685) for February 1998 of GAMES published bimonthly at 7002 W. Butler Pike, Ambler, PA 19002 and having headquarters and general business offices at 7002 W. Butler Pike, Ambler, PA 19002 (County of Montgomery).

The name and address of the Publisher and Editor is, R. Wayne Schmittberger, Editor in Chief, GAMES Magazine, 7002 W. Butler Pike, Ambler, PA 19002.

GAMES Magazine is owned by N. Karabots, Games Publications, Inc., 7002 W. Butler Pike, Ambler, PA 19002.

The average number of copies of each issue during preceding twelve months are: (A) Total number of copies printed (net press run), 311,678, (B) Paid circulation: 1. Sales through dealers and carriers, street vendors, and counter sales, 62,475; 2. Mail subscriptions, 119,934; (C) Total paid circulation 182,409; (D) Free distribution by mail carrier or other means, samples, complimentary and other free copies, 205; (E) Total distribution, 182,614; (F) copies not distributed: 1. Office use, left over, unaccounted, spoiled after printing, 6,423; 2. Returns from news agents, 122,641; (G) Total, 311,678. The actual number of copies of single issue published nearest to filing date are: (A) Total number of copies printed (net press run), 294,084; (B) Paid circulation: 1. Sales through dealers and carriers, street vendors, and counter sales, 63,500; 2. Mail subscriptions, 106,118; (C) Total paid circulation, 169,618; (D) Free distribution by mail carrier or other means, samples, complimentary and other free copies, 147; (E) Total distribution, 169,765: (F) Copies not distributed: 1. Office use, left over, unaccounted, spoiled after printing, 3,000; 2. Returns from news agents, 121,319; (G) Total, 294,084.

I certify that the statements made by me above are correct and complete.

(Signed)
Richard Chung
Circulation Manager

In the *Procession Painting of Queen Elizabeth I* (attributed to Robert Peake the Elder), painted around 1600, the man in the right foreground may well be Edward de Vere. Compare his features with those of the *Ashbourne Portrait of Shakespeare* below, painted a decade later. Private collection

SHAKE-SPEARE'S TOMBE "EPIGRAMMA"
CONTINUED FROM PAGE 15

industry centered in Stratford would have to be moved to Hedingham where Edward was born, or London where he is supposedly buried. During my visit to Hedingham, which has no public toilets, no large parking lots, nor the freeways and monuments needed to satisfy the flocks of tourists wishing to "pay" their respects, I learned just how much it would cost England to move the Bard's bones. I also discovered that the people of Hedingham were not pleased with the prospect of turning their quaint little hamlet into a tourist destination. But Stratford does have the "moniment."

Ben Jonson, the playwright who helped put together the Shakespeare portfolio, wrote of the Bard as a "Moniment, without a tombe." Stratford has the tourists and the enigmatic tomb, and now it may even have the most valuable thing of all: the manuscripts. Hedingham would have to make some accommodations for the influx of tourists who would visit the real birthplace, but Stratford wouldn't be losing anything. When it realizes just what it has, England will get what it really wants: a renewed interest in the greatest puzzlemaker of the English-speaking world.

More importantly, the man who wrote the greatest body of English literature will finally get the recognition he rightfully deserves. Students of Shakespeare will finally be able to appreciate the works by reading their unedited versions and getting to know the man who really created them.

I can't imagine teaching the poem "I'm No-body, Who Are You?" without telling my students about Emily Dickinson's reclusive nature, or neglecting to mention the McCarthy hearings when discussing Arthur Miller's *The Crucible*. Teaching Shakespeare without understanding the man or the times is just plain wrong!

For the last eight years I have been searching for information about this man so a screenplay could be written on his life story. What I found was a new and better understanding of the plays and poems. Why else would a writer be obsessed with the story line of a woman wrongly accused of adultery if it hadn't happened to him personally? Edward was led to believe that his first wife was unfaithful. After five years of estrangement, he reconciled the marriage. Could this have been the motivation for *Othello, The Winter's Tale, Much Ado About Nothing,* and *Cymbeline*? I and others believe so. Could Edward de Vere's affair with Anne Vavasour during this time of estrangement be the material for *Romeo and Juliet*? The Oxfordians believe so.

My search took me and my family on a one-month tour of England and Scotland. Besides searching for answers to why the world has been kept in the dark about the plays' real author, I was looking to prove a thesis I had presented to the art history department at the University of Las Vegas. My proposal was that Edward de Vere was the main center of focus in the *Procession Painting of Queen Elizabeth I* (c.1600), and that this could be easily verified by comparing the *Ashbourne Portrait of Shakespeare* with the *Procession Painting*. The last man holding the canopy certainly appears to be Edward, or at least the same man in the *Ashbourne*.

The reason I mention this is because the *Ashbourne Portrait* is

The *Ashbourne Portrait of Shakespeare,* painted around 1611, was the subject of the article "Identifying Shakespeare" (*Scientific American*, January 1940) by Charles Wisner Barrell. An x-ray study of the portrait revealed details that had long ago been changed in order to disguise the fact that the real subject of the portrait was Edward de Vere. Items covered up include a signet ring depicting the head of a wild boar, which was a device used by the Earls of Oxford, and a hidden coat of arms matching de Vere's. Painting reproduced by permission of the Folger Shakespeare Library

probably the last painting of the Bard made while he was alive. The painting is dated 1611. Ruth Miller and Charlton Ogburn Jr. still believe (as do I) that Edward de Vere was still alive in 1611 and that he posed for this portrait. If this is true, the publication date on *Minerva Britanna* would make more sense. (See "Identifying Shakespeare," *Scientific American*, January 1940, for x-ray evidence that the painting was altered long ago to cover up a signet ring, a coat of arms, and other details that would have unequivocally identified de Vere as its subject.)

Walter Freeman, in his doctoral thesis "The Freeman Manuscript," proposes that Edward was exiled by King James to an island where he continued to write under the close guard of Ben Jonson. Jonson was also in charge of censoring Sir Walter Raleigh's *The History of the World* while he was imprisoned in the tower waiting to have his head lopped off. But that's another story.

A colleague told me that she didn't buy the secret identity theory because she never met a man who wouldn't want to "fluff his feathers." I tend to agree with her. If I had written even one of these plays, I would want people to know I wrote it. But when you are writing material powerful enough to motivate the public into action, you had better have someone with power backing you.

A caretaker in the Stratford man's house told me that the queen was Shakespeare's main patron. But when Elizabeth died, Edward lost his backing. Nearly all of the poets in England wrote praises for the dead monarch, but not Shakespeare. Why? He, too, was figuratively dead—thanks to the man who succeeded Elizabeth.

When John Stubbs had his right hand severed for writing a pamphlet the Queen didn't like, the witnessing crowd got ugly. This public reaction put a justifiable fear into Queen Elizabeth, and I believe it was this fear of public discontent that made her turn to Edward for a little public relations work. *The Merchant of Venice* was written primarily for this purpose.

Another factor the government was beginning to respect was the power of the press. They were losing control of this relatively new medium. Edward knew of the theater's power to incite, and so did King James. Lord Chamberlain's company of actors, the Shakespearean troupe at the Globe at the time of the King's coronation, was quickly transported to court. There they received the new title, The King's Men. King James, son of the beheaded Mary Queen of Scots, was in control now.

Edward, unfortunately, was the commissioner of the judges who tried and condemned Mary to death. Did King James have any real love for Edward de Vere? I doubt it. Did he appreciate his plays? Most certainly. Did he have to take control of the man the people loved? Of course!

Page 142 of *Minerva Britanna* tells the reader that the anonymous writer is more than sad about going to his grave knowing he would never be able to reveal his name. He was allowed to continue his writing, but only under lock and key, with close, censored control. This was his motivation for having Henry Peacham make the extraordinary book, *Minerva Britanna*. Now, almost four centuries later, his brilliant tomb puzzle has been solved.

But this is still a story without an ending. Until someone looks under the tombstone, we won't know for sure whether the manuscripts still survive there, as so many clues seem to indicate. Let's hope this discovery of the pyramid leads to an even greater find in the not-too-distant future. ■

Charles A. Young is an English teacher at Cimarron-Memorial High School in Las Vegas, Nevada.

tic tac ten™

IT'S SIMPLY SUPERB!

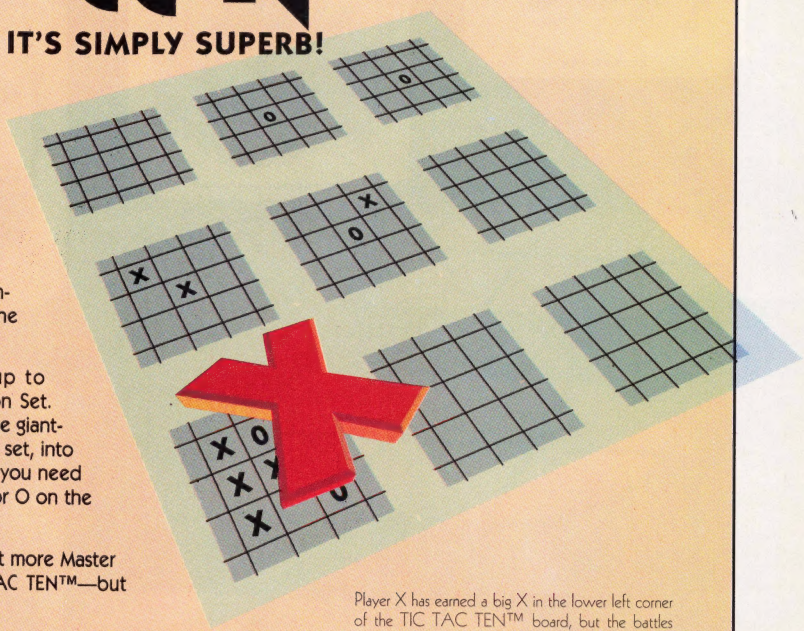
If you play Tic-Tac-Toe, you already know how to play TICTAC TEN™. That's because TICTAC TEN™ is just like ten games of Tic-Tac-Toe going on at once—nine little ones and one big one!

Each turn, draw your X or O in any one of the nine little Tic-Tac-Toe boards that make up the big TIC TAC TEN™ board. When you win one of the little Tic-Tac-Toe games, you get to put a big X or O on top of that little board—and that X or O counts as a move in the big Tic-Tac-Toe game. Whoever wins the big game (by winning three little Tic-Tac-Toe games that lie in a straight line horizontally, vertically, or diagonally) wins TIC TAC TEN™.

And that's not all. If strategy is your thing, move up to MASTER TIC TAC TEN™ by purchasing our Master Expansion Set. This provides eight additional sets of TIC TAC TEN™ plus some giant-size X's and O's. Arrange these sets, along with your original set, into a 3x3 array to make a MASTER TIC TAC TEN™ board, where you need to win an entire TIC TAC TEN™ game just to earn a giant X or O on the Master board.

Of course, true devotees will eventually want to order eight more Master Expansion Sets to create a game of SUPER MASTER TIC TAC TEN™—but you'll probably want to work up to that one gradually.

TIC TAC TEN™ comes with preprinted grids, pencils, and big, colorful X's and O's made of sturdy molded plastic. Available in most specialty game stores.



Player X has earned a big X in the lower left corner of the TIC TAC TEN™ board, but the battles are still raging in the other eight Tic-Tac-Toe grids.

FROM W.G.F.W. GAMES, INC.

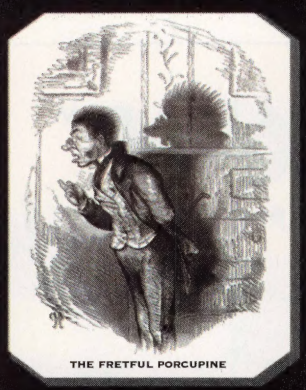
Shadow Play

From our Great Moments in Ingenuity department, we offer this sampling from English illustrator Charles H. Bennett's *Shadows (Second Series)*, published around 1856. The rare book is from the collection of Tom Ransom, whose help we gratefully acknowledge.

ELEPHANTINE

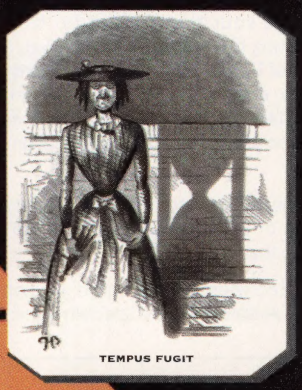
FELINE

EQUESTRIAN


THE FRETFUL PORCUPINE

FOXY

RATHER SHEEPISH


TEMPUS FUGIT

GOOSE

"CREEPING LIKE SNAIL"

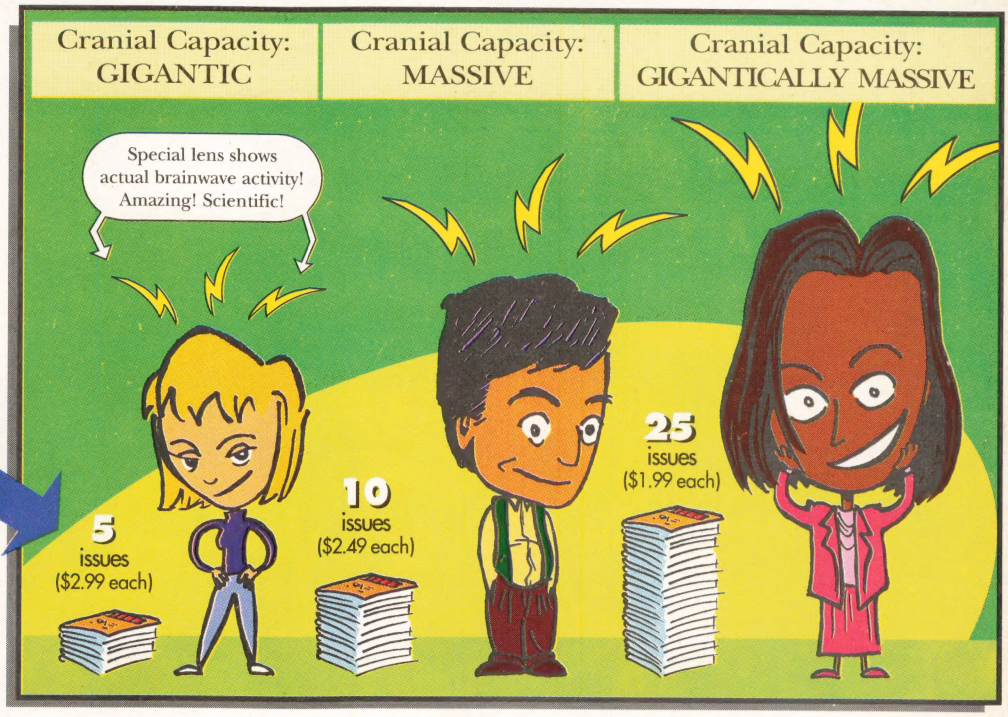
Scientists Say: Collecting GAMES Back Issues Makes You Smarter!

Be Brilliant! Order your GAMES Back Issues today!

The Power of GAMES is in Your Hands!

GAMES back issues, the world's finest collection of scintillating puzzles and games, are so idea-potent that the simple act of holding a set – jam-packed with unplayed Cryptograms, Wacky Wordies, Eyeball Benders, Gamebits, and Celebrity Picture Puzzles, to name a few – was shown to sharpen wits, strengthen concentration, and heighten brainwave activity in anticipation of the enthralling mental feats and rewards to come!

The unretouched photo at right clearly depicts the correlation between the number of GAMES back issues purchased by each subject, and the subsequent increase in cranial capacity and mental prowess! It's irrefutable!


Cranial Capacity: GIGANTIC
Cranial Capacity: MASSIVE
Cranial Capacity: GIGANTICALLY MASSIVE
Special lens shows actual brainwave activity! Amazing! Scientific!
5 issues ($2.99 each)
10 issues ($2.49 each)
25 issues ($1.99 each)

BONUS FINDING!

The more you order, the more you **save!** But when they're gone, *they're gone!* Play it smart and call us TOLL-FREE!

Individual results may vary. Consult a physician before attempting any of the mind-bending, cranium-splitting puzzles within the pages of GAMES back issues.

Item (5 to 25 issue sets are randomly selected)	Price
Sets of 5 GAMES back issues	$14.95 set
Sets of 10 GAMES back issues	$24.95 set
Sets of 25 GAMES back issues	$49.95 set

U.S. residents add 10% shipping. In Canada add 15%. Sales tax: PA-6%.

Customers outside the U.S. will be charged additional shipping at cost. Please allow up to 4 weeks for U.S. delivery.

Order Back Issues From

GAMES

And Keep Those Brainwaves Activating!

CALL TOLL-FREE

1-800-425-4600

7002 West Butler Pike, Ambler, PA 19002

WP0997

IF YOU CAN ADD ANYTHING TO THIS LIST, HAVE WE GOT A GAME FOR YOU.

Name movies you stood in line for.

PLANET HOLLYWOOD®

Fatal Attraction
Indecent Proposal
Grease

Beverly Hills Cop
Alien
Moonstruck™

Rain Man™
Big
Rocky™

Top Gun
Ghost
Die Hard

PLANET HOLLYWOOD®
THE GAME

Presenting the movie game everyone loves because there's no end to the answers. Sound easy? Not when you're racing against time and another team. Plus there are hundreds of questions. It's fast. It's fun. It's new. It's Planet Hollywood® The Game. NOW PLAYING EVERYWHERE.™

MB MILTON BRADLEY®

©1997 Hasbro, Inc. ®PHR IV . FATAL ATTRACTION, GREASE, INDECENT PROPOSAL, BEVERLY HILLS COP, GHOST, TOP GUN™ & ©1997. Paramount Pictures. All rights reserved. Alien ©1979 TCFFC. Big ©1988 TCFFC. Die Hard ©1988 TCFFC. Moonstruck TM & ©1987 Metro-Goldwyn-Mayer Inc. All Rights Reserved. Rain Man TM & ©1988 Metro-Goldwyn-Mayer Inc. All Rights Reserved. Rocky TM & ©1976 United Artists Corporation. All Rights Reserved.